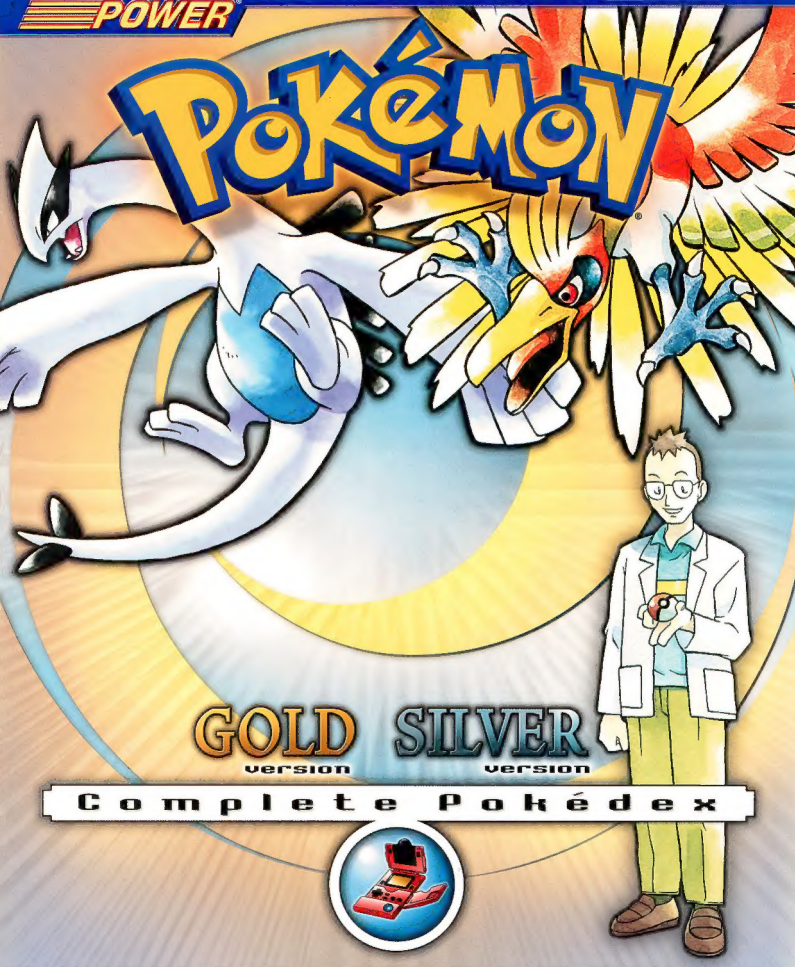


**NINTENDO**  
**POWER**

THE ONLY GUIDE FROM **Nintendo**

# POKÉMON



**GOLD**  
version

**SILVER**  
version

**Complete Pokédex**



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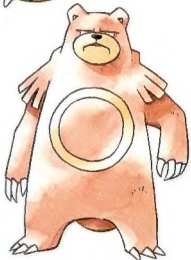
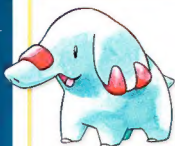
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# Be a Pokémaster

If you're reading this book, you're on your way to becoming a Pokémaster. You've probably finished Red, Blue or Yellow and maybe even Gold or Silver, and now

you want to know everything about each Pokémon, including its attacks, where to catch it and its evolutions. This book has all of that information—and more.



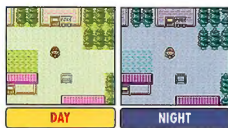
## Precious Pokémon Paks

Pokémon Gold and Silver are the latest glittering entries in the phenomenal Pokémon series that has taken the world by storm. The two games feature a new hero and story line and are filled with many new Pokémon in addition to most of the original 151 Pokémon from Red, Blue and Yellow.



## Morning, Day, Night

Time passes in Gold and Silver's world the way it does in your world. At the beginning of the game you'll be asked for the time of day and, later, the day of the week. If you set your game to the actual time and day of the week, it will be noon on a Tuesday in the game when it's noon on a Tuesday in the world outside the game. At 6 p.m., the sun goes down as day fades into night, and it gets darker in the game world. It becomes morning at 4 a.m., then day again at 10 a.m.



You will find Hoothoot only at night—never in the morning or day.



## Using the New Pokédex

The Pokédex has been improved in Gold and Silver. It has three ways of displaying Pokémon. You can view the Pokémon in evolutionary order in the New Pokédex Mode, which has Chikorita displayed first. Pokémon are listed by official number in the Old Pokédex Mode, with Bulbasaur displayed first. In A to Z Mode, which is alphabetical, Abra is displayed first. You can switch modes at any time.



New Pokédex Mode

Old Pokédex Mode



The A to Z Mode may be self-explanatory, but the Old and New Pokédex Modes can be confusing. With all of those creatures to keep straight, nearly any system would be confusing!



## Catch 'Em All!

Hundreds of Pokémon populate Gold and Silver, and there are many different things you must do if you want to catch them all. You'll encounter some Pokémon in the wild as you walk through tall grass or Surf along the water, but other Pokémon must be hatched from Eggs or evolved from other Pokémon using Evolution Stones.



### WILD POKÉMON

Many Pokémon are found in the wild, lurking in the tall grass you encounter in many places. Occasionally, wild Pokémon will attack, and you can fight and catch them.



### SURF

Once you've learned to use Surf out of battle, you can glide along the water in many areas of Johto and Kanto. Wild Water-types may attack you as you're floating along the water.



### FISHING

Other Water-types can be hooked by the three fishing rods you'll pick up at various points in the game. When you get a bite, the hooked Pokémon will attack and you'll fight it.



### SPECIAL SITUATIONS

The Game Corners in Goldenrod City and Celadon City offer select Pokémon as prizes you can trade in your coins for. Several Trainers will trade for or give you Pokémon, too.

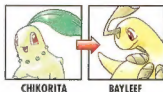
### EGGS

The pre-evolved forms of a few Pokémon are caught by hatching an Egg produced by at least one Pokémon of the same evolutionary chain. Pikachu is just one Pokémon with a pre-evolution.



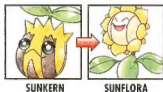
### LEVEL-UP EVOLUTION

Many Pokémon are evolutions of other Pokémon, and you can't catch them in the wild—you have to raise them until they evolve to the next Pokémon in the evolutionary series.



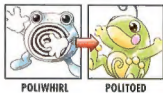
### STONE EVOLUTION

A handful of Pokémon require an Evolutionary Stone to evolve. Once you've won or been given a stone, you can use it on your Pokémon to evolve it to its next stage.



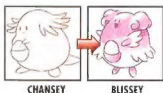
### LINK TRADE EVOLUTION

You'll need the help of another Pokémon player, a Game Link Cable and sometimes an item to catch some Pokémon. Trade the Pokémon with the item (if necessary) to catch its next evolution.



### FRIENDSHIP EVOLUTION

Perhaps the trickiest type of evolution is Friendship Evolution. If you treat your Pokémon with the utmost respect and care until it is very happy and very attached to you, it will evolve.



## Red, Blue and Yellow, Too!

If you really want to catch them all, you have to play Red, Blue and Yellow, too. Some Pokémon, like Zapdos and Mewtwo, not to mention Bulbasaur, Charmander and Squirtle, don't appear in Gold and Silver but do appear in Red, Blue and Yellow. Once you have access to the Time Capsule in Gold and Silver, you can trade Pokémon to and from Gold and Silver and Red, Blue and Yellow. You can't trade new Pokémon or Pokémon with new attacks from Gold and Silver into Red, Blue and Yellow.



The Time Capsule will be available after you meet Bill in Ecruteak City.



Your Pokémon from Red, Blue or Yellow can be transferred into Gold and Silver so you can have 'em all!

## Pokémon Combat Chart

While many pairs of opposing Pokémon are relatively evenly matched, the different Pokémon types all have weaknesses and strengths against various attack types. The chart to the right shows each Pokémon type's relative weakness to each attack type. Other factors, such as the attacking Pokémon's type and Critical Hits, also determine how much damage an attack will do.

**NORMAL** Physical attacks are listed in yellow.

**FIRE** Special attacks are listed in blue.

Damage to + attacks	x2
Damage for Critical Hits	x2
Attack type/Pokémon type match	x1.5
Damage to - attacks	x0.5
Damage to = attacks	x0



Opponent's Pokémon Type

Your Attack Type

	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL																	
FIRE																	
WATER																	
ELECTRIC																	
GRASS																	
ICE																	
FIGHTING																	
POISON																	
GROUND																	
FLYING																	
PSYCHIC																	
BUG																	
ROCK																	
GHOST																	
DRAGON																	
DARK																	
STEEL																	

## Attack Advantage

Dual-type Pokémon (like Water-and-Flying-type, Gyarados) can have a double advantage, since they boast two sets of characteristics. But they can also be at a double disadvantage if you pit the right Pokémon against them. In the example, Electric-type Pikachu boosts its Thunderbolt attack by 1.5 times since both the attack and the Pokémon are of the same type. The attack strength is then multiplied by two since Electric-types have an advantage over Water-types. But that's not all—Electric-types also dominate over Flying-types, so the total damage is multiplied by two yet again!

### EXAMPLE:

#### PIKACHU VS. GYARADOS



THUNDERBOLT ATTACK x1.5

ELECTRIC VS. WATER x2

ELECTRIC VS. FLYING x2

TOTAL DAMAGE x6



# P o k é d e x





# Reading the Pokédex

An incredible amount of information is included in the Pokédex section. Check out the explanations below and

follow them as your guide to understanding all of the numbers, abbreviations and colors you'll see in the Pokédex.



#164

NOCTOWL

HOOTHOOT LEVEL 20 NOCTOWL

TYPE: NORMAL/FLYING

Height: 5'3"

Weight: 90 lbs



SPECIAL ATTACK

HIT POINTS

ATTACK

SPECIAL DEFENSE

SPEED

DEFENSE

ID	NAME	EVOLUTION
TYPE	HEIGHT, WEIGHT	

The label near each Pokémon reveals its name, Old Pokédex number, Height, Weight, Pokémon type and an explanation of its evolutionary trail if it isn't the base evolution of its evolutionary line.

## ABILITY

The Pokémon's relative stats are shown by a three-dot rating system. The example shows a moderate rating for Hit Points, Speed and Special Attack and low Defense.

## TYPE KEY:

BUG	Bug	GRS	Grass
DRG	Dragon	ICE	Ice
DRK	Dark	NRM	Normal
ELC	Electric	PSN	Poison
FIR	Fire	PSY	Psychic
FLY	Flying	RCK	Rock
FTG	Fighting	STL	Steel
GHO	Ghost	WTR	Water
GRD	Ground		

## LEVEL-UP ABILITIES

Level-Up Abilities are learned by the Pokémon as it gains levels. The attack's type, base attack power (BA), accuracy (AC) and PP are shown, as well as the level at which each member of the evolutionary chain learns the attack.

LEVEL-UP ABILITIES						
ATTACK	TYPE	BA	AC	PP	#163	#164
TACKLE	NRM	35	95	35	-	-
GROWL	NRM	-	100	40	-	-
TORSION	NRM	-	100	40	56	56
PECK	FLY	35	100	35	10	10
HYPNOSIS	PSY	-	60	20	18	18
REFLECT	PSY	-	-	20	21	21
TAKE DOWN	NRM	90	85	10	23	23
COMPUSION	PSY	55	100	25	24	61
OCEAN LAZER	PSY	100	100	15	28	57

## TM & HM ABILITIES

You can teach TM & HM Abilities to your Pokémon if you have the proper Technical Machine or Hidden Machine. Each attack's type, base attack power (BA), accuracy (AC) and PP are shown, along with a black dot that shows which members of the evolutionary chain can learn the attack.

TM & HM ABILITIES						
#	ATTACK	TYPE	BA	AC	PP	#163 #164
03	CURSE	???	-	-	10	● ●
06	TOXIC	PSN	85	10	10	● ●
10	POISON POWER	NRM	-	100	35	● ●
11	SUNNY DAY	FLY	-	-	5	● ●
13	SNORE	NRM	40	100	15	● ●
15	HYPER BEAM	NRM	150	90	5	● ●
17	PROTECT	NRM	-	-	10	● ●
20	DRIZZLE	NRM	-	-	10	● ●
21	FAST STRATION	NRM	-	100	20	● ●
27	RETURN	NRM	-	100	20	● ●
31	RUDD-SLAP	GRD	70	100	10	● ●
32	DOUBLE TEAM	NRM	-	-	15	● ●
34	SYNCHRO	NRM	-	90	15	● ●
35	SLEEP TALK	NRM	-	-	10	● ●
39	SWIFT	NRM	60	-	20	● ●
47	DREAM EATER	PSY	90	100	15	● ●

## PHYSICAL OR SPECIAL

Attacks shown in black are physical attacks. Pokémon with a high Attack rating will do well with them. Attacks shown in green are Special Attacks, which are particularly effective when used by Pokémon with a high Special Attack rating.



## RECOMMENDED

Attacks shown in red are strongly recommended for use with the Pokémon. They work well with the Pokémon's natural abilities or will otherwise benefit you and your Pokémon.

# #152 CHIKORITA

TYPE: GRASS

Height: 2'11"  
Weight: 14 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ■ ■	● ■ ■	● ■ ■	● ■ ■	● ■ ■	● ■ ■

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#152	#153	#154
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
RAZOR LEAF	GRS	55	95	25	08	08	08
REFLECT	PSY	-	-	30	12	12	12
POISONPOWDER	PSN	-	75	35	15	15	15
SYNTHESIS	GRS	-	-	5	22	23	23
BODY SLAM	NRM	85	100	15	29	31	31
LIGHT SCREEN	PSY	-	-	30	36	39	41
SAFEGUARD	NRM	-	-	25	43	47	51
SOLARBEAM	GRS	120	100	10	50	55	61

## TM & HM ABILITIES

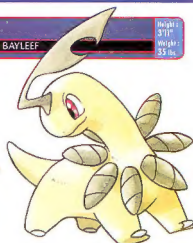
#	ATTACK	TYPE	BA	AC	PP	#152	#153	#154
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

# #153 BAYLEEF

CHIKORITA LEVEL 16 ▶ BAYLEEF

TYPE: GRASS

Height: 3'11"  
Weight: 33 lbs



SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
● ■ ■	● ■ ■
ATTACK	DEFENSE
● ■ ■	● ■ ■



SPECIAL ATTACK	SPECIAL DEFENSE
● ■ ■	● ■ ■
HIT POINTS	SPEED
● ■ ■	● ■ ■
ATTACK	DEFENSE
● ■ ■	● ■ ■

# #154 MEGANIUM

BAYLEEF LEVEL 32 ▶ MEGANIUM

TYPE: GRASS

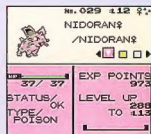
Height: 5'11"  
Weight: 222 lbs



## PROF. ELM'S MEMO

### Specially Colored Pokémon

Recently I began studying the extremely rare specially colored Pokémon that you might have heard of or seen in your Pokémon travels. The most famous example of a specially colored Pokémon, the Red Gyarados in the Lake of Rage, exhibits the classic attributes of a specially colored Pokémon—it shines before it attacks, and it has special markings next to its gender when stored in Bill's PC. While everyone will encounter the Red Gyarados, other specially colored Pokémon are extremely rare—you may never run into one at all. All Pokémon found in the wild can be specially colored, but your chances of finding one or more are slim.



#155

## CYNDAQUIL

TYPE FIRE

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#155	#156	#157
TACKLE	NRM	35	95	35	-	-	-
LEER	NRM	-	100	30	-	-	-
SMOKESCREEN	NRM	-	100	20	6	6	6
EMBER	FIR	40	100	25	12	12	12
QUICK ATTACK	NRM	40	100	30	19	21	21
FLAME WHEEL	FIR	60	100	25	27	31	31
SWIFT	NRM	60	-	20	36	42	45
FLAMETHROWER	FIR	95	100	15	46	54	60

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#155	#156	#157
01	DYNAMICPUNCH	FTG	100	50	5	•	•	•
02	HEADBUTT	NRM	70	100	15	•	•	•
03	CURSE	???	-	-	10	•	•	•
04	ROLLOUT	RCR	30	90	20	•	•	•
05	ROAR	NRM	-	100	20	•	•	•
06	TOXIC	PSN	-	85	10	•	•	•
08	ROCK SMASH	FTG	20	100	15	•	•	•
10	HIDDEN POWER	NRM	-	100	15	•	•	•
11	SUNNY DAY	FIR	-	-	5	•	•	•
13	SNORE	NRM	40	100	15	•	•	•
15	HYPER BEAM	NRM	150	90	5	•	•	•
17	PROTECT	NRM	-	-	10	•	•	•
20	ENDURE	NRM	-	-	10	•	•	•
21	FRUSTRATION	NRM	-	100	20	•	•	•
23	IRON TAIL	STL	100	75	15	•	•	•
26	EARTHQUAKE	GRD	100	100	10	•	•	•
27	RETURN	NRM	-	100	20	•	•	•
28	DIG	GRD	60	100	10	•	•	•
31	MUD-SLAP	GRD	20	100	10	•	•	•
32	DOUBLE TEAM	NRM	-	-	15	•	•	•
34	SWAGGER	NRM	-	90	15	•	•	•
35	SLEEP TALK	NRM	-	-	10	•	•	•
38	FIRE BLAST	FIR	120	85	5	•	•	•
39	SWIFT	NRM	60	-	20	•	•	•
40	DEFENSE CURL	NRM	-	-	40	•	•	•
41	THUNDERPUNCH	ELC	75	100	15	•	•	•
42	DETECT	FTG	-	-	5	•	•	•
44	REST	PSY	-	-	10	•	•	•
45	ATTRACT	NRM	-	100	15	•	•	•
48	FIRE PUNCH	FIR	75	100	15	•	•	•
49	FURY CUTTER	BUG	10	95	20	•	•	•
H1	CUT	NRM	50	95	30	•	•	•
H4	STRENGTH	NRM	80	100	15	•	•	•

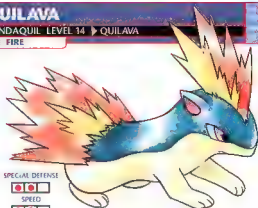
#156

## QUILAVA

CYNDAQUIL LEVEL 14 ► QUILAVA

TYPE FIRE

SPECIAL ATTACK SPECIAL DEFENSE



#157

## TYPHLOSION

QUILAVA LEVEL 36 ► TYPHLOSION

TYPE FIRE

SPECIAL ATTACK SPECIAL DEFENSE



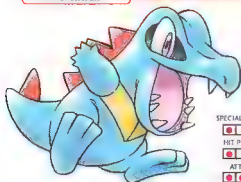
POKE-CLUB MEMO

The Pokerus



# #158 TOTODILE

TYPE WATER



SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#158	#159	#160
SCRATCH	NRM	40	100	35	-	-	-
LEER	NRM	-	100	30	-	-	-
RAGE	NRM	20	100	20	7	7	7
WATER GUN	WTR	40	100	25	13	13	13
BITE	DRK	60	100	25	20	21	21
SCARY FACE	NRM	-	90	10	27	28	28
SLASH	NRM	70	100	20	35	37	38
SCREECH	NRM	-	85	40	43	45	47
HYDRO PUMP	WTR	120	80	5	52	55	58

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#158	#159	#160
01	DYNAMIC PUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●

# #159 CROCONAW

TOTODILE LEVEL 18 ▶ CROCONAW

TYPE WATER

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>



SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

# #160 FERALIGATR

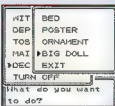
CROCONAW LEVEL 30 ▶ FERALIGATR

TYPE WATER



PROF. TATE'S MESSAGE

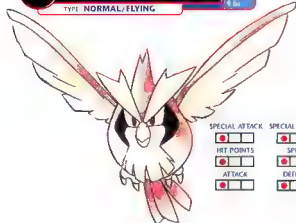
Mystery Gift and Your Room





# #16 PIDGEY

TYPE NORMAL/FLYING



SPECIAL ATTACK SPECIAL DEFENSE



# #17 PIDGEOTTO

PIDGEY LEVEL 18 ▶ PIDGEOTTO

TYPE NORMAL/FLYING



SPECIAL ATTACK SPECIAL DEFENSE



# #18 PIDGEOT

PIDGEOTTO LEVEL 36 ▶ PIDGEOT

TYPE NORMAL/FLYING

Weight: 1.17 kg  
Height: 0.7 m

SPECIAL ATTACK SPEC AL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#16	#17	#18
TACKLE	HRM	35	95	35	-	-	-
SAND-ATTACK	GRD	-	100	15	5	5	5
GUST	FLY	40	100	35	9	9	9
QUICK ATTACK	HRM	40	100	30	15	15	15
WHIRLWIND	HRM	-	100	20	21	23	23
WING ATTACK	FLY	60	100	35	29	33	33
AGILITY	PSY	-	-	30	37	43	46
MIRROR MOVE	FLY	-	-	20	47	55	61

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#16	#17	#18
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	HRM	40	100	15	●	●	●
15	HYPER BEAM	HRM	150	98	5	●	●	●
17	PROTECT	HRM	-	-	10	●	●	●
20	ENDURE	HRM	-	-	10	●	●	●
21	FRUSTRATION	HRM	-	100	20	●	●	●
27	RETURN	HRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●	●
34	SWAGGER	HRM	-	90	15	●	●	●
35	SLEEP TALK	HRM	-	-	10	●	●	●
39	SWIFT	HRM	60	-	20	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	HRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
47	STEEL WING	STL	70	98	25	●	●	●
H2	FLY	FLY	70	95	15	●	●	●

## PROF. ELI'S MEMO

Pokemon Pikachu 2 GS



## Mystery Gift List

1-99W	MAIL
100-199W	BERRY
200-299W	BITTER BERRY
300-399W	GREAT BALL
400-499W	MAX REPEL
500-599W	ETHER
600-699W	MIRACLE BERRY
700-799W	GOLD BERRY
800-899W	ELIXIR
900-998W	REVIVE
999W	RARE CANDY

## #21 SPEAROW

TYPE: NORMAL/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## #22 FEAROW

TYPE: NORMAL/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#21	#22
PICK	FLY	35	100	35	-	-
GROWL	NRM	-	100	40	-	-
LEER	NRM	-	100	30	7	7
FURY ATTACK	NRM	15	85	20	13	13
PURSUIT	DRK	40	100	20	25	26
MIRROR MOVE	FLY	-	-	20	31	32
DRILL PECK	FLY	80	100	20	37	40
AGILITY	PSY	-	-	30	43	47

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#21	#22
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
H2	FLY	FLY	70	95	15	●	●

## #163 HOOTHOOT

TYPE: NORMAL/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## #164 NOCTOWL

TYPE: NORMAL/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#163	#164
TACKLE	NRM	35	95	35	-	-
GROWL	NRM	-	100	40	-	-
FORESIGHT	NRM	-	100	40	6	6
PICK	FLY	35	100	35	11	11
HYPNOSIS	PSY	-	60	20	16	16
REFLECT	PSY	-	-	20	22	25
TAKE DOWN	NRM	90	85	20	28	33
CONFUSION	PSY	50	100	25	34	41
DREAM EATER	PSY	100	100	15	48	57

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#163	#164
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H2	FLY	FLY	70	95	15	●	●
H5	FLASH	NRM	-	70	20	●	●

## #19 RATTATA

TYPE NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE

☐ ☐ ☐ ☐
☐ ☐ ☐ ☐

## #20 RATICATE

TYPE NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE

☐ ☐ ☐ ☐
☐ ☐ ☐ ☐

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#19	#20
TACKLE	NRM	35	95	35	-	-
TAIL WHIP	NRM	-	100	30	-	-
QUICK ATTACK	NRM	40	100	30	7	7
HYPER FANG	NRM	80	90	15	13	13
FOCUS ENERGY	NRM	-	-	30	20	-
SCARY FACE	NRM	-	90	10	-	20
PURSUIT	DRK	40	100	20	27	30
SUPER FANG	NRM	-	90	10	34	40

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#19	#20
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
33	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	CUT	NRM	50	95	30	●	●
48	STRENGTH	NRM	80	100	15	●	●

## #161 SENTRET

TYPE NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE

☐ ☐ ☐ ☐
☐ ☐ ☐ ☐

## #162 FURRET

TYPE NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE

☐ ☐ ☐ ☐
☐ ☐ ☐ ☐

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#161	#162
TACKLE	NRM	35	95	35	-	-
DEFENSE CURL	NRM	-	-	40	5	5
QUICK ATTACK	NRM	40	100	30	11	11
FURY SWIPES	NRM	18	80	15	17	18
SLAM	NRM	80	75	20	25	28
REST	PSY	-	-	10	33	38
AMNESIA	PSY	-	-	20	41	48

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#161	#162
01	DYNAMICPUNCH	FTG	100	58	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SHIF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

# #172 PICHU

TYPE ELECTRIC

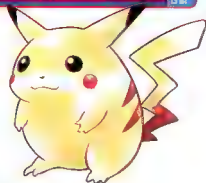
SPECIAL ATTACK SPECIAL DEFENSE



# #25 PIKACHU

PIKACHU Friendship PIKACHU  
TYPE ELECTRIC

SPECIAL ATTACK SPECIAL DEFENSE



Height: 1'04"  
Weight: 13 lbs

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#172	#25	#26
THUNDERSHOCK	ELC	40	100	30	-	-	-
CHARM	HRM	-	100	20	-	-	-
GROWL	HRM	-	100	40	-	-	-
TAIL WHIP	HRM	-	100	30	6	6	-
THUNDER WAVE	ELC	-	100	20	8	8	-
SWEET KISS	HRM	-	75	10	11	-	-
QUICK ATTACK	HRM	40	100	30	-	11	-
DOUBLE TEAM	HRM	-	-	15	-	15	-
SLAM	HRM	80	75	20	-	-	20
THUNDERBOLT	ELC	95	100	15	-	26	-
AGILITY	PSY	-	-	30	-	33	-
THUNDER	ELC	120	70	10	-	41	-
LIGHT SCREEN	PSY	-	-	30	-	50	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#172	#25	#26
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	HRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●	●
13	SHORE	HRM	40	100	15	●	●	●
15	HYPER BEAM	HRM	150	90	5	●	●	●
17	PROTECT	HRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	HRM	-	-	10	●	●	●
21	FRUSTRATION	HRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	HRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●	●
34	SWAGGER	HRM	-	90	15	●	●	●
35	SLEEP TALK	HRM	-	-	10	●	●	●
39	SWIFT	HRM	60	-	20	●	●	●
40	DEFENSE CURL	HRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	HRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
HM	STRENGTH	HRM	80	100	15	●	●	●
HM	FLASH	HRM	-	70	20	●	●	●

# #26 RAICHU

PIKACHU Thunder Stone PIKACHU  
TYPE ELECTRIC

SPECIAL ATTACK SPECIAL DEFENSE



Height: 1'04"  
Weight: 13 lbs



## PROF. ELIAS'S MEMO

Mail System

MANTINE	151/151
ABRA	151/27
LAPRAS	100/87
WEEPISELL	70/70
TAUROS	42/42
HOOTHOOT	43/43

Made HOOTHOOT hold FLOWER MAIL.





# #10 CATERPIE

TYPE BUG

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS SPEED

ATTACK DEFENSE

ATTACK DEFENSE



# #11 METAPOD

CATERPIE LEVEL 7 METAPOD

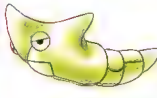
TYPE BUG

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS SPEED

ATTACK DEFENSE

ATTACK DEFENSE



# #12 BUTTERFREE

METAPOD LEVEL 10 BUTTERFREE

TYPE BUG/PSYCHIC

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS SPEED

ATTACK DEFENSE

ATTACK DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#10	#11	#12
TACKLE	NRM	35	95	35	-	-	-
STRING SHOT	BUG	-	95	40	-	-	-
HARDEN	NRM	-	-	30	-	-	-
CONFUSION	PSY	50	100	25	-	-	10
POISONPOWDER	PSN	-	75	35	-	-	13
STUN SPORE	GRS	-	75	30	-	-	14
SLEEP POWDER	GRS	-	75	15	-	-	15
SUPERSONIC	NRM	-	55	20	-	-	16
WHIRLWIND	NRM	-	100	20	-	-	23
GUST	FLY	40	100	35	-	-	28
PSYBEAM	PSY	65	100	20	-	-	34
SAFEGUARD	NRM	-	-	25	-	-	40

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#10	#11	#12
03	CURSE	???	-	-	10	-	-	●
06	TOXIC	PSN	-	85	10	-	-	●
10	HIDDEN POWER	NRM	-	100	15	-	-	●
11	SUNNY DAY	FIR	-	-	5	-	-	●
12	SWEET SCENT	NRM	-	100	20	-	-	●
13	SMOKE	NRM	40	100	15	-	-	●
15	HYPER BEAM	NRM	150	90	5	-	-	●
17	PROTECT	NRM	-	-	10	-	-	●
19	GIGA DRAIN	GRS	60	100	5	-	-	●
20	ENDURE	NRM	-	-	10	-	-	●
21	FRUSTRATION	NRM	-	100	20	-	-	●
22	SOLARBEAM	GRS	120	100	10	-	-	●
27	RETURN	NRM	-	100	20	-	-	●
29	PSYCHIC	PSY	90	100	10	-	-	●
32	DOUBLE TEAM	NRM	-	-	15	-	-	●
34	SWAGGER	NRM	-	90	15	-	-	●
35	SLEEP TALK	NRM	-	-	10	-	-	●
39	SWIFT	NRM	60	-	20	-	-	●
44	REST	PSY	-	-	10	-	-	●
45	ATTRACT	NRM	-	100	15	-	-	●
50	NIGHTMARE	GHO	-	100	15	-	-	●
H5	FLASH	NRM	-	70	20	-	-	●

# #13 WEEDLE

TYPE BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS SPEED

ATTACK DEFENSE

ATTACK DEFENSE



# #14 KAKUNA

WEEDLE LEVEL 7 KAKUNA

TYPE BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS SPEED

ATTACK DEFENSE

ATTACK DEFENSE



# #15 BEEDRILL

KAKUNA LEVEL 10 BEEDRILL

TYPE BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS SPEED

ATTACK DEFENSE

ATTACK DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#13	#14	#15
POISON STING	PSN	15	100	35	-	-	-
STRING SHOT	BUG	-	95	40	-	-	-
HARDEN	NRM	-	-	30	-	-	-
FURY ATTACK	NRM	15	85	20	-	-	10
FOCUS ENERGY	NRM	-	-	30	-	-	15
TWINEEDLE	BUG	25	100	20	-	-	20
RAGE	NRM	30	100	20	-	-	25
PURSUIT	DRK	40	100	20	-	-	30
PIN MISSILE	BUG	14	85	20	-	-	35
AGILITY	PSY	-	-	30	-	-	40

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#13	#14	#15
03	CURSE	???	-	-	10	-	-	●
06	TOXIC	PSN	-	85	10	-	-	●
10	HIDDEN POWER	NRM	-	100	15	-	-	●
11	SUNNY DAY	FIR	-	-	5	-	-	●
12	SWEET SCENT	NRM	-	100	20	-	-	●
13	SMOKE	NRM	40	100	15	-	-	●
15	HYPER BEAM	NRM	150	90	5	-	-	●
17	PROTECT	NRM	-	-	10	-	-	●
19	GIGA DRAIN	GRS	60	100	5	-	-	●
20	ENDURE	NRM	-	-	10	-	-	●
21	FRUSTRATION	NRM	-	100	20	-	-	●
27	RETURN	NRM	-	100	20	-	-	●
32	DOUBLE TEAM	NRM	-	-	15	-	-	●
34	SWAGGER	NRM	-	90	15	-	-	●
35	SLEEP TALK	NRM	-	-	10	-	-	●
36	SLUDGE BOMB	PSN	90	100	10	-	-	●
39	SWIFT	NRM	60	-	20	-	-	●
44	REST	PSY	-	-	10	-	-	●
45	ATTRACT	NRM	-	100	15	-	-	●
49	FURY CUTTER	BUG	10	95	20	-	-	●
H1	CUT	NRM	50	95	30	-	-	●

# #165 LEDYBA

TYPE: BUG/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE
HP	HP
MP	MP
ATK	DEF
DEF	DEF

# #166 LEDIAN

TYPE: BUG/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE
HP	HP
MP	MP
ATK	DEF
DEF	DEF

# #167 SPINARAK

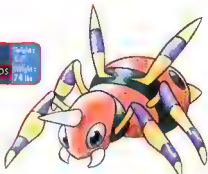
TYPE: BUG/POISON



SPECIAL ATTACK	SPECIAL DEFENSE
HP	HP
MP	MP
ATK	DEF
DEF	DEF

# #168 ARIADOS

TYPE: BUG/POISON



SPECIAL ATTACK	SPECIAL DEFENSE
HP	HP
MP	MP
ATK	DEF
DEF	DEF

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#165	#166
TACKLE	NRM	35	95	35	-	-
SUPERSONIC	NRM	-	55	20	8	8
COMET PUNCH	NRM	18	85	15	15	15
LIGHT SCREEN	PSY	-	-	30	22	24
REFLECT	PSY	-	-	20	22	24
SAFEGUARD	NRM	-	-	25	22	24
BATON PASS	NRM	-	-	40	29	33
SWIFT	NRM	60	-	20	36	42
ABILITY	PSY	-	-	30	43	51
DOUBLE-EDGE	NRM	120	100	15	50	60

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#165	#166
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
HS	FLASH	NRM	-	70	20	●	●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#167	#168
POISON STING	PSN	15	100	35	-	-
STRING SHOT	BUG	-	95	40	-	-
SCARY FACE	NRM	-	90	10	6	6
CONstrict	NRM	10	100	35	11	11
NIGHT SHADE	GHO	-	100	15	17	17
LEECH LIFE	BUG	20	100	15	23	25
FURY SWIPES	NRM	18	80	15	30	34
SPIDER WEB	BUG	-	100	10	37	43
SCREECH	NRM	-	85	40	45	53
PSYCHIC	PSY	90	100	10	53	63

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#167	#168
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
HS	FLASH	NRM	-	70	20	●	●

# #74 GEODUDE

TYPE: ROCK/GROUND



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

## LEVEL-UP ABILITIES

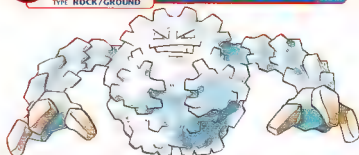
ATTACK	TYPE	BA	AC	PP	#74	#75	#76
TACKLE	NRM	35	95	35	-	-	-
DEFENSE CURL	NRM	-	-	40	6	6	6
ROCK THROW	RCK	50	90	15	11	11	11
MAGNITUDE	GRD	-	100	30	16	16	16
SELFDESTRUCT	NRM	200	100	5	21	21	21
HARDEN	NRM	-	-	30	26	27	27
ROLLOUT	RCK	30	90	20	31	34	34
EARTHQUAKE	GRD	100	100	10	36	41	41
EXPLOSION	NRM	250	100	5	41	48	48

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#74	#75	#76
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
05	KOAR	NRM	-	100	30	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
44	STRENGTH	NRM	80	100	15	●	●	●

# #75 GRAVELER

GEODUDE LEVEL 25 ▶ GRAVELER  
TYPE: ROCK/GROUND

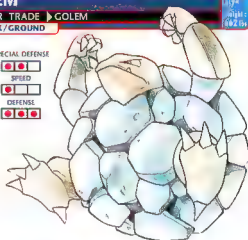


SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
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# #76 GOLEM

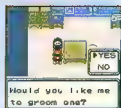
GRAVELER TRADE ▶ GOLEM  
TYPE: ROCK/GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## PROF. ELM'S MEMO

Make Friends



Do:

Don't:

# #41 ZUBAT

TYPE POISON/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #42 GOLBAT

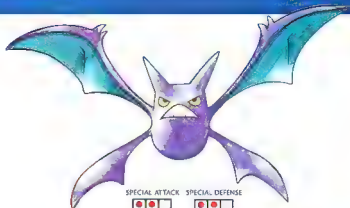
ZUBAT → LEVEL 32 → GOLBAT  
TYPE POISON/FLYING

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#41	#42	#169
SCREECH	NRM	-	85	40	-	-	-
LEECH LIFE	BUG	20	100	15	-	-	-
SUPERSONIC	NRM	-	55	20	6	6	6
BITE	DRK	60	100	25	12	12	12
CONFUSE RAY	GHO	-	100	10	19	19	19
WING ATTACK	FLY	60	100	35	27	30	30
MEAN LOOK	NRM	-	100	5	36	42	42
HAZE	ICE	-	-	30	46	55	55

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#41	#42	#169
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	25	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
47	STEEL WING	STL	70	90	25	●	●	●
82	FLY	FLY	70	95	15	-	-	●



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

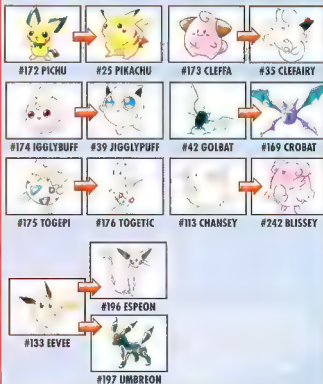
# #169 CROBAT

GOLBAT → Friendship → CROBAT  
TYPE POISON/FLYING



## PROF. ELM'S MEMO

Friendly Evolution





# #173 CLEFFA

TYPE: NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



# #35 CLEFAIRY

CLEFFA Friendship > CLEFAIRY  
TYPE: NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



# #36 CLEFABLE

CLEFAIRY Moon Stone > CLEFABLE  
TYPE: NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
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## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#173	#35	#36
POUND	NRM	40	100	35	-	-	-
CHARM	NRM	-	100	20	-	-	-
GROWL	NRM	-	100	40	-	-	-
ENCORE	NRM	-	100	5	4	4	-
SING	NRM	-	55	15	8	8	-
SWEET KISS	NRM	-	75	10	13	-	-
DOUBLES LAP	NRM	15	85	10	13	-	-
MINIMIZE	NRM	-	-	20	19	-	-
DEFENSE CURL	NRM	-	-	40	24	-	-
METRONOME	NRM	-	-	10	24	-	-
MOON LIGHT	NRM	-	-	5	43	-	-
LIGHT SCREEN	PSY	-	-	30	53	-	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#173	#35	#36
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	BCR	30	90	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SHORE	NRM	60	100	15	●	●	●
14	BUZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

## PROF. ELM'S MEMO

The Poké Ball Maker



# #174 IGGLYBUFF

TYPE NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#174	#39	#40
SING	NRM	-	55	15	-	-	-
CHARM	NRM	-	100	20	-	-	-
DEFENSE CURL	NRM	-	40	4	-	-	-
POUND	NRM	40	100	35	9	9	-
SWEET KISS	NRM	-	75	10	M	-	-
DISABLE	NRM	-	55	20	-	16	-
ROLLOUT	RCK	20	90	30	-	19	-
DOUBLES LAP	NRM	15	85	10	-	24	-
REST	PSY	-	-	10	-	29	-
BODY SLAM	NRM	85	100	15	-	34	-
DOUBLE-EDGE	NRM	120	100	15	-	39	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#174	#39	#40
01	DYNAMIC PUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	PPY	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLAR BEAM	GRS	120	100	10	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	40	4	●	●	●
41	THUNDERPLCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
64	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

# #39 JIGGLYPUFF

IGGLYBUFF Friendship → JIGGLYPUFF

TYPE NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #40 WIGGLYTUFF

JIGGLYPUFF Moon Stone → WIGGLYTUFF

TYPE NORMAL



## PROF. ELM'S MEMO

Kurt's Poke Balls

Fast Ball (White Apricorn)

Lure Ball (Blue Apricorn)

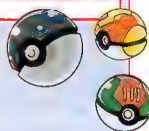
Level Ball (Red Apricorn)

Heavy Ball (Black Apricorn)

Love Ball (Pink Apricorn)

Friend Ball (Green Apricorn)

Moon Ball (Yellow Apricorn)



# #175 TOGEPI

TYPE NORMAL



SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> FIRE	<input type="checkbox"/> FIRE
<input type="checkbox"/> FIGHTING	<input type="checkbox"/> FIGHTING
<input type="checkbox"/> FLYING	<input type="checkbox"/> FLYING
<input type="checkbox"/> GROUND	<input type="checkbox"/> GROUND
<input type="checkbox"/> ICE	<input type="checkbox"/> ICE
<input type="checkbox"/> POISON	<input type="checkbox"/> POISON
<input type="checkbox"/> PSYCHIC	<input type="checkbox"/> PSYCHIC
<input type="checkbox"/> ROCK	<input type="checkbox"/> ROCK
<input type="checkbox"/> STEEL	<input type="checkbox"/> STEEL
<input type="checkbox"/> WATER	<input type="checkbox"/> WATER

# #176 TOGETIC

TYPE NORMAL/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> FIRE	<input type="checkbox"/> FIRE
<input type="checkbox"/> FIGHTING	<input type="checkbox"/> FIGHTING
<input type="checkbox"/> FLYING	<input type="checkbox"/> FLYING
<input type="checkbox"/> GROUND	<input type="checkbox"/> GROUND
<input type="checkbox"/> ICE	<input type="checkbox"/> ICE
<input type="checkbox"/> POISON	<input type="checkbox"/> POISON
<input type="checkbox"/> PSYCHIC	<input type="checkbox"/> PSYCHIC
<input type="checkbox"/> ROCK	<input type="checkbox"/> ROCK
<input type="checkbox"/> STEEL	<input type="checkbox"/> STEEL
<input type="checkbox"/> WATER	<input type="checkbox"/> WATER

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#175	#176
TACKLE	NRM	35	95	35	-	-
CHARM	NRM	-	100	20	-	-
METRONOME	NRM	-	-	10	7	7
SWEET KISS	NRM	-	75	10	10	10
ENCORE	NRM	-	100	5	25	25
SAFEGUARD	NRM	-	-	25	31	31
DOUBLE-EDGE	NRM	120	100	15	38	38

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#175	#176
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
47	STEEL WING	STL	70	90	25	●	●
48	FLY	FLY	70	95	15	●	●
49	FLASH	NRM	-	70	20	●	●

# #27 SANDSHREW

TYPE GROUND



SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> FIRE	<input type="checkbox"/> FIRE
<input type="checkbox"/> FIGHTING	<input type="checkbox"/> FIGHTING
<input type="checkbox"/> FLYING	<input type="checkbox"/> FLYING
<input type="checkbox"/> GROUND	<input type="checkbox"/> GROUND
<input type="checkbox"/> ICE	<input type="checkbox"/> ICE
<input type="checkbox"/> POISON	<input type="checkbox"/> POISON
<input type="checkbox"/> PSYCHIC	<input type="checkbox"/> PSYCHIC
<input type="checkbox"/> ROCK	<input type="checkbox"/> ROCK
<input type="checkbox"/> STEEL	<input type="checkbox"/> STEEL
<input type="checkbox"/> WATER	<input type="checkbox"/> WATER

# #28 SANDSLASH

TYPE GROUND



SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> FIRE	<input type="checkbox"/> FIRE
<input type="checkbox"/> FIGHTING	<input type="checkbox"/> FIGHTING
<input type="checkbox"/> FLYING	<input type="checkbox"/> FLYING
<input type="checkbox"/> GROUND	<input type="checkbox"/> GROUND
<input type="checkbox"/> ICE	<input type="checkbox"/> ICE
<input type="checkbox"/> POISON	<input type="checkbox"/> POISON
<input type="checkbox"/> PSYCHIC	<input type="checkbox"/> PSYCHIC
<input type="checkbox"/> ROCK	<input type="checkbox"/> ROCK
<input type="checkbox"/> STEEL	<input type="checkbox"/> STEEL
<input type="checkbox"/> WATER	<input type="checkbox"/> WATER

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#27	#28
SCRATCH	NRM	40	100	35	-	-
DEFENSE CURL	NRM	-	-	40	6	6
SAND-ATTACK	GRD	-	100	15	11	11
POISON STING	PSN	15	100	35	17	17
SLASH	NRM	70	100	20	23	24
SWIFT	NRM	60	-	20	30	33
FURY SWIPES	NRM	18	80	15	37	42
SANDSTORM	RCK	-	-	10	45	52

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#27	#28
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
49	CUT	NRM	50	95	30	●	●
49	STRENGTH	NRM	80	100	15	●	●

## #23 EKANS

TYPE POISON

SPECIAL ATTACK SPECIAL DEFENSE



## #24 ARBOK

EVILS LEVEL 22 → ARBOK  
TYPE POISON

Height: 1.1m  
Weight: 18.5kg

SPECIAL ATTACK SPECIAL DEFENSE



### LEVEL-UP ABILITIES

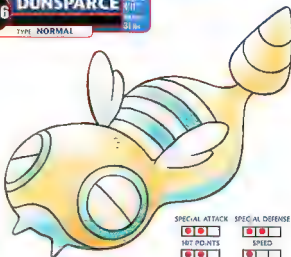
ATTACK	TYPE	BA	AC	PP	#23	#24
WRAP	NRM	15	85	20	-	-
LEER	NRM	-	100	30	-	-
POISON STING	PSN	15	100	35	9	9
BITE	DRK	60	100	25	15	15
GLARE	NRM	-	75	30	23	23
SCREECH	NRM	-	85	40	29	33
ACID	PSN	40	100	30	37	43
HAZE	ICE	-	-	30	43	51

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#23	#24
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	30	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
84	STRENGTH	NRM	80	100	15	●	●

## #206 DUNSPARCE

TYPE NORMAL



SPECIAL ATTACK SPECIAL DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#206
RAGE	NRM	20	100	20	-
DEFENSE CURL	NRM	-	-	40	5
GLARE	NRM	-	75	30	13
SPITE	GHO	-	100	10	18
PURSUIT	DRK	40	100	20	26
SCREECH	NRM	-	85	40	30
TAKE DOWN	NRM	90	85	20	38

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#206
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
84	STRENGTH	NRM	80	100	15	●



# #179 MAREEP

TYPE: ELECTRIC



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
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ATTACK	DEFENSE
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## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#179	#180	#181
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
THUNDER SHOCK	ELC	40	100	30	9	9	9
THUNDER WAVE	ELC	-	100	20	16	18	18
COTTON SPORE	GRS	-	85	40	23	27	27
THUNDERPUNCH	ELC	75	100	15	-	-	30
LIGHT SCREEN	PST	-	-	30	36	36	42
THUNDER	ELC	120	70	10	37	45	57

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#179	#180	#181
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	180	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
44	REST	PST	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

# #180 FLAAFFY

MAREEP LEVEL 15 ▶ FLAAFFY  
TYPE: ELECTRIC



SPECIAL ATTACK	SPECIAL DEFENSE
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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SPECIAL ATTACK	SPECIAL DEFENSE
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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# #181 AMPHAROS

FLAAFFY LEVEL 30 ▶ AMPHAROS  
TYPE: ELECTRIC



## PROF. ELM'S MEMO

False Swipe

RATICATE  
Lv. 416



SCIZOR

used FALSE SHIPE!

RATICATE  
Lv. 416



SCIZOR

Gotcha! RATICATE was caught!

#194

# WOOPER

TYPE: WATER/GROUND

SPECIAL ATTACK  
HIT POINTS  
ATTACK

SPECIAL DEFENSE  
SPEED  
DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#194	#195
WATER GUN	WTR	40	100	25	•	•
TAIL WHIP	NRM	-	100	30	•	•
SLAM	NRM	80	75	20	11	11
ANNESIA	PSY	-	-	20	21	23
EARTHQUAKE	GRD	100	100	10	31	35
RAIN DANCE	WTR	-	-	5	41	47
HAZE	ICE	-	-	30	51	59
MIST	ICE	-	-	30	51	59

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#194	#195
01	DYNAMICPUNCH	FTG	100	50	5	•	•
02	HEADBUTT	NRM	70	100	15	•	•
03	CURSE	???	-	-	10	•	•
04	ROLLOUT	RCK	30	90	20	•	•
06	TOXIC	PSN	-	85	10	•	•
08	ROCK SMASH	FTG	20	100	15	•	•
10	HIDDEN POWER	NRM	-	100	15	•	•
13	SNORE	NRM	40	100	15	•	•
15	HYPER BEAM	NRM	150	90	5	•	•
17	PROTECT	NRM	-	-	10	•	•
18	RAIN DANCE	WTR	-	-	5	•	•
20	ENDURE	NRM	-	-	10	•	•
21	FRUSTRATION	NRM	-	100	20	•	•
23	IRON TAIL	STL	100	75	15	•	•
26	EARTHQUAKE	GRD	100	100	10	•	•
27	RETURN	NRM	-	100	20	•	•
28	DIG	GRD	60	100	10	•	•
31	MUD-SLAP	GRD	20	100	10	•	•
32	DOUBLE TEAM	NRM	-	-	15	•	•
33	ICE PUNCH	ICE	75	100	15	•	•
34	SWAGGER	NRM	-	90	15	•	•
35	SLEEP TALK	NRM	-	-	10	•	•
36	SANDGE BOMB	PSN	90	100	10	•	•
37	SANDSTORM	RCK	-	-	10	•	•
40	DEFENSE CURL	NRM	-	-	40	•	•
44	REST	PSY	-	-	10	•	•
45	ATTRACT	NRM	-	100	15	•	•
H3	SURF	WTR	95	100	15	•	•
H4	STRENGTH	NRM	80	100	15	•	•
H5	FLASH	NRM	-	70	20	•	•
H6	WHIRLPOOL	WTR	15	70	15	•	•



SPECIAL ATTACK  
HIT POINTS  
ATTACK

SPECIAL DEFENSE  
SPEED  
DEFENSE

#195

# QUAGSIRE

WOOPER LEVEL 20 QUAGSIRE

TYPE: WATER/GROUND

Height: 1'7"  
Weight: 16.5 lb



## PROF. ELM'S MEMO

Link Trade Evolution

## Trade Evolution

#64 KADABRA	#65 ALAKAZAM	#67 MACHOKE	#68 MACHAMP
#75 GRAVELER	#76 GOLEM	#93 HAUNTER	#94 GENGAR

## Item Trade Evolution

#61 POLIWHIRL	#186 POLITOED	#79 SLOWPOKE	#199 SLOWKING
#95 ONIX	#208 STEELIX	#123 SCYTHER	#212 SCIZOR
#117 SEADRA	#230 KINGDRA	#137 PORYGON	#233 PORYGON2

#92

## GASTLY

TYPE GHOST/POISON

Height:  
4'3"  
Weight:  
0.2 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
●●●●	●●●●	●●●●	●●●●	●●●●	●●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#92	#93	#94
HYPNOSIS	PSY	-	60	20	-	-	-
LUCK	GHO	20	100	20	-	-	-
SPITE	GHO	-	100	10	8	8	8
MEAN LOOK	HRM	-	100	5	13	13	13
CURSE	???	-	-	10	16	16	16
NIGHT SHADE	GHO	-	100	15	21	21	21
CONFUSE RAY	GHO	-	100	10	28	31	31
DREAM EATER	PSY	100	100	15	33	39	39
DESTINY BOND	GHO	-	-	5	36	48	48

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#92	#93	#94
01	DYNAMICPUNCH	FTG	100	50	5			
02	HEADBUTT	HRM	70	100	15			
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSH	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15			
09	PSYCH UP	HRM	-	-	10	●	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	HRM	40	100	15	●	●	●
15	HYPER BEAM	HRM	150	90	5			
17	PROTECT	HRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	HRM	-	-	10	●	●	●
21	FRUSTRATION	HRM	-	100	20	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	HRM	-	100	20	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15			
34	SWAGGER	HRM	-	90	15	●	●	●
35	SLEEP TALK	HRM	-	-	10	●	●	●
41	THUNDERPUNCH	ELC	75	100	15			
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	HRM	-	100	15	●	●	●
46	THEIF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15			
50	NIGHTMARE	GHO	-	100	15	●	●	●
H4	STRENGTH	HRM	80	100	15			

#93

## HAUNTER

GASTLY LEVEL 25 ▶ HAUNTER  
TYPE GHOST/POISONHeight:  
5'8"  
Weight:  
0.2 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
●●●●	●●●●	●●●●	●●●●	●●●●	●●●●

#94

## GENGAR

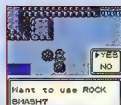
HAUNTER TRADE ▶ GENGAR  
TYPE GHOST/POISONHeight:  
8'11"  
Weight:  
89 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
●●●●	●●●●	●●●●	●●●●	●●●●	●●●●



## PROF. ELM'S MEMO

Rock Smash



# #201 UNOWN

TYPE PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#201
HIDDEN POWER	NRM	-	100	15	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#201
NONE						

## PROF. ELM'S MEMO

Fun With Unown



# #95 ONIX

TYPE ROCK/GROUND

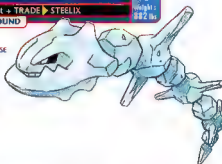
SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #208 STEELIX

ONIX Metal Coat + TRADE STEELIX  
TYPE STEEL/GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#95	#208
TACKLE	NRM	35	95	35	-	-
SCREECH	NRM	-	85	40	-	-
BIND	NRM	15	75	20	10	10
ROCK THROW	RCK	50	90	15	14	14
HARDEN	NRM	-	-	30	23	23
RAGE	NRM	20	100	20	27	27
SAND STORM	RCK	-	-	10	36	36
SLAM	NRM	80	75	20	40	40
CRUNCH	DRX	80	100	15	-	49

## TM & HM ABILITIES

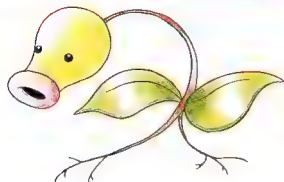
#	ATTACK	TYPE	BA	AC	PP	#95	#208
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SHORE	NRM	60	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	30	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	CUT	NRM	50	95	30	●	●
84	STRENGTH	NRM	80	100	15	●	●



# #69 BELLSPOUNT

TYPE GRASS/POISON

Height: 1'00"  
Weight: 9 lbs.



SPECIAL ATTACK: ☐ ☐ ☐ SPECIAL DEFENSE: ☐ ☐ ☐ ATTACK: ☐ ☐ ☐ DEFENSE: ☐ ☐ ☐ HIT POINTS: ☐ ☐ ☐ SPEED: ☐ ☐ ☐

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#69	#70	#71
VINE WHIP	GRS	35	100	10	-	-	-
GROWTH	NRM	-	-	40	6	6	-
WRAP	NRM	15	85	20	11	11	-
SLEEP POWDER	GRS	-	75	15	15	15	-
POISONPOWDER	PSH	-	75	35	17	17	-
STUN SPORE	GRS	-	75	38	19	19	-
ACID	PSH	40	100	30	23	24	-
SWEET SCENT	NRM	-	100	20	30	33	-
RAZOR LEAF	GRS	55	95	25	37	42	-
SLAM	NRM	80	75	20	45	54	-

## TM & HM ABILITIES

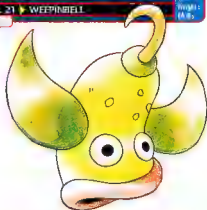
#	ATTACK	TYPE	BA	AC	PP	#69	#70	#71
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSH	-	83	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SHORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	98	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
36	SLUDGE BOMB	PSH	90	100	10	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

# #70 WEEPINBELL

BELLSPOUNT LEVEL 21 ▶ WEEPINBELL

TYPE GRASS/POISON

Height: 1'00"  
Weight: 14 lbs.



SPECIAL ATTACK: ☐ ☐ ☐ SPECIAL DEFENSE: ☐ ☐ ☐  
HIT POINTS: ☐ ☐ ☐ SPEED: ☐ ☐ ☐  
ATTACK: ☐ ☐ ☐ DEFENSE: ☐ ☐ ☐

# #71 VICTREEBEL

WEEPINBELL Leaf Stone ▶ VICTREEBEL

TYPE GRASS/POISON

Height: 1'00"  
Weight: 34 lbs.



SPECIAL ATTACK: ☐ ☐ ☐ SPECIAL DEFENSE: ☐ ☐ ☐  
HIT POINTS: ☐ ☐ ☐ SPEED: ☐ ☐ ☐  
ATTACK: ☐ ☐ ☐ DEFENSE: ☐ ☐ ☐



## PROF. ELM'S MEMO

### Headbutt Help



# #187 HOPPIP

TYPE: GRASS/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
■ ■ ■	■ ■ ■	■ ■ ■	■ ■ ■	■ ■ ■	■ ■ ■

## LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#187	#188	#189
SPASH	NRM	-	-	40	-	-	-
SYNTHESIS	GRS	-	-	5	-	-	-
TAIL WHIP	NRM	-	100	30	5	5	5
TACKLE	NRM	35	95	35	10	10	10
POISONPOWDER	PSN	-	75	35	13	13	13
SUN SPORE	GRS	-	75	30	15	15	15
SLEEP POWDER	GRS	-	75	15	17	17	17
LEICH SEED	GRS	-	90	10	20	22	22
COTTON SPORE	GRS	-	85	40	25	29	33
MEGA DRAIN	GRS	40	100	10	30	36	44

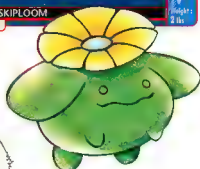
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#187	#188	#189
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
45	FLASH	NRM	-	70	20	●	●	●

# #188 SKIPLOOM

HOPPIP LEVEL 70 → SKIPLOOM  
TYPE: GRASS/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE	HIT POINTS	SPEED	ATTACK	DEFENSE
■ ■ ■	■ ■ ■	■ ■ ■	■ ■ ■	■ ■ ■	■ ■ ■



SPECIAL ATTACK	SPECIAL DEFENSE	HIT POINTS	SPEED	ATTACK	DEFENSE
■ ■ ■	■ ■ ■	■ ■ ■	■ ■ ■	■ ■ ■	■ ■ ■

# #189 JUMPLUFF

Skiploom LEVEL 27 → JUMPLUFF  
TYPE: GRASS/FLYING



## PROF. ELM'S MEMO

Headbutt Pokémon

Pokémon indicated in black are relatively common.

	GOLD	SILVER
Wooded Area	<div>#10 CATERPIE</div> <div>#12 BUTTERFREE</div> <div>#102 EXEGGCUTE</div>	<div>#13 WEEDLE</div> <div>#15 BEEDRILL</div> <div>#102 EXEGGCUTE</div>
Mountain Area	<div>#21 SPEAROW</div> <div>#190 AIPOW</div>	<div>#21 SPEAROW</div> <div>#190 AIPOW</div>

# #46 PARAS

TYPE BUG/GRASS

Height: 1'00"  
Weight: 12 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #47 PARASECT

PARAS LEVEL 24 ▶ PARASECT

TYPE BUG/GRASS

Height: 0'11"  
Weight: 8.3 lbs

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#46	#47
SCRATCH	NRM	40	100	35	-	-
STUN SPORE	GRS	-	75	30	7	7
POISONPOWDER	PSN	-	75	35	13	13
LEECH LIFE	BUG	20	100	15	19	19
SPORE	GRS	-	100	15	25	28
SLASH	NRM	70	100	20	31	37
GROWTH	NRM	-	40	37	46	-
GIGA DRAIN	GRS	60	100	5	43	55

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#46	#47
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SHORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DIR	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
51	CUT	NRM	50	95	30	●	●
55	FLASH	NRM	-	70	20	●	●



## PROF. ELM'S MEMO

### Stone Evolution

#### Water Stone



#61 POLIWHIRL → #62 POLIWRATH



#90 SHELLDER → #91 CLOYSTER



#120 STARYU → #121 STARMIE



#133 EEEVEE → #134 VAPOREON

#### Moon Stone



#30 NIDORINA → #31 NIDOQUEEN



#33 NIDORINO → #34 NIDOKING



#35 CLEFAIRY → #36 CLEFABLE



#39 JIGGLYPUFF → #40 WIGGLYTUFF

#### Fire Stone



#37 VULPIX → #38 NINETALES



#58 GLOWLITHE → #59 ARCANINE



#133 EEEVEE → #136 FLAREON

#### Thunder Stone



#25 PIKACHU → #26 RAICHU



#133 EEEVEE → #135 JOLTEON

#### Leaf Stone



#70 WEEPINBELL → #71 VICTREEBEL

#### Sun Stone



#191 SUNKERN → #192 SUNFLORA



#44 GLOOM → #182 BELLOSSOM



#107 EXEGGCUTE → #103 EXEGGUTOR

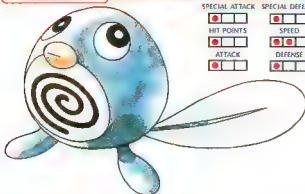


#44 GLOOM → #45 VILEPLUME

# #60 POLIWAG

TYPE WATER

Height: 1'07"  
Weight: 27 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#60	#61	#62	#186
BUBBLE	WTR	20	100	30				
HYPNOSIS	PSY	-	60	20	7	7	-	-
WATER GUN	WTR	40	100	25	13	13	-	-
DOUBLESAP	NRM	15	85	10	19	19	-	-
RAIN DANCE	WTR	-	-	5	25	27	-	-
BODY SLAM	NRM	85	100	15	31	35	-	-
SUBMISSION	FTG	80	80	25	-	-	35	-
PERISH SONG	NRM	-	-	5	-	-	-	35
BELLY DRUM	NRM	-	-	10	37	43	-	-
HYDRO PUMP	WTR	120	80	5	43	51	-	-
HIND READER	NRM	-	100	5	-	-	51	-
SWAGGER	NRM	-	90	15	-	-	-	51

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#60	#61	#62	#186
01	DYNAMICPUNCH	FTG	100	50	5				
02	HEADBUTT	NRM	70	100	15				
03	CURSE	TPP	-	-	10				
06	TOXIC	PSN	-	85	10				
08	ROCK SMASH	FTG	20	100	15				
10	HIDDEN POWER	NRM	-	100	15				
13	SHORE	NRM	40	100	15				
14	BLIZZARD	ICE	120	70	5				
15	HYPER BEAM	NRM	150	90	5				
16	ICY WIND	ICE	55	95	15				
17	PROTECT	NRM	-	-	10				
18	RAIN DANCE	WTR	-	-	5				
20	ENDURE	NRM	-	-	10				
21	FRUSTRATION	NRM	-	100	20				
26	EARTHQUAKE	GRD	100	100	10				
27	RETURN	NRM	-	100	20				
29	PSYCHIC	PSY	90	100	10				
31	MUD-SLAP	GRD	20	100	10				
32	DOUBLE TEAM	NRM	-	-	15				
33	ICE PUNCH	ICE	75	100	15				
34	SWAGGER	NRM	-	90	15				
35	SLEEP TALK	NRM	-	-	10				
40	DEFENSE CURL	NRM	-	-	40				
43	DETECT	FTG	-	-	5				
44	REST	PSY	-	-	10				
45	ATTRACT	NRM	-	100	15				
46	THIEF	DRK	40	100	10				
H3	SURF	WTR	95	100	15				
H4	STRENGTH	NRM	80	100	15				
H6	WHIRLPOOL	WTR	15	70	15				
H7	WATERFALL	WTR	80	100	15				

# #61 POLIWHIRL

POLIWHIRL LEVEL 25 ▶ POLIWHIRL

TYPE WATER

Height: 1'07"  
Weight: 44 lbs



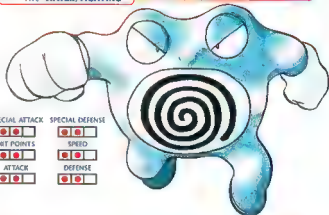
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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# #62 POLIWRATH

POLIWHIRL Water Stone ▶ POLIWRATH

TYPE WATER/FIGHTING

Height: 1'07"  
Weight: 110 lbs



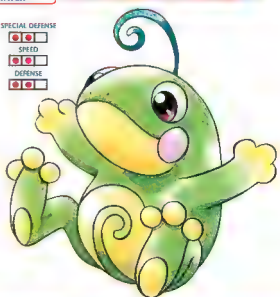
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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# #186 POLITOED

POLIWHIRL King's Rock + TRADE ▶ POLITOED

TYPE WATER

Height: 1'07"  
Weight: 75 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HIT POINTS	SPEED
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ATTACK	DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>



# #129 MAGIKARP

Height: 2'11"  
Weight: 22 lbs

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

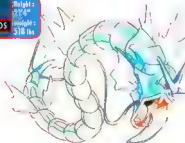


# #130 GYARADOS

MAGIKARP, LEVEL 20 → GYARADOS  
TYPE: WATER/FLYING

Height: 5'9"  
Weight: 318 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#129	#130
SPLASH	NRM	-	-	40	-	-
TACKLE	NRM	35	95	35	15	-
FLAIL	NRM	-	100	15	30	-
THRASH	NRM	90	100	20	-	-
BITE	DRK	60	100	25	-	20
DRAGON RAGE	DRG	-	100	10	-	25
LEER	NRM	-	100	30	-	30
TWISTER	DRG	40	100	20	-	35
HYDRO PUMP	WTR	120	80	5	-	40
RAIN DANCE	WTR	-	-	5	-	45
HYPER BEAM	NRM	150	90	5	-	50

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#129	#130
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
19	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	DRK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

# #118 GOLDEEN

Height: 3'5"  
Weight: 3.3 lbs

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #119 SEAKING

GOLDEEN, LEVEL 11 → SEAKING  
TYPE: WATER

Height: 4'5"  
Weight: 8.8 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#118	#119
PECK	FLY	35	100	35	-	-
TAIL WHIP	NRM	-	100	30	-	-
SUPERSONIC	NRM	-	55	200	10	10
HORN ATTACK	NRM	85	100	25	15	15
FLAIL	NRM	-	100	15	24	24
FURY ATTACK	NRM	15	85	20	29	29
WATERFALL	WTR	80	100	15	36	41
HORN DRILL	NRM	-	30	5	43	49
AGILITY	PSY	-	-	30	52	61

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#118	#119
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

#79

# SLOWPOKE

TYPE WATER/PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#79	#80	#199
CURSE	???	-	-	10	-	-	-
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	-	6	6
WATER GUN	WTR	40	100	25	15	15	15
CONFUSION	PSY	50	100	25	20	20	20
DISABLE	NRM	-	55	20	29	29	29
HEADBUTT	NRM	70	100	15	34	34	34
WITHDRAW	WTR	-	-	40	-	37	-
AMNESIA	PSY	-	-	20	43	46	-
SWAGGER	NRM	-	90	15	-	-	43
PSYCHIC	PSY	90	100	10	48	54	48

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#79	#80	#199
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	RUBY CUTTER	BUG	10	95	20	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	88	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●

#80

# SLOWBRO

SLOWPOKE LEVEL 37 ▶ SLOWBRO

TYPE WATER/PSYCHIC



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
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#199

# SLOWKING

SLOWBRO King's Rock + TRADE ▶ SLOWKING

TYPE WATER/PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #43 ODDISH

TYPE GRASS/POISON

Height  
1'07"  
Weight  
13.2 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#43	#44	#45	#182
ABSORB	GRS	20	100	20	-	-	-	-
SWEET SCENT	HRM	-	100	20	7	7	-	-
POISONPOWDER	PSN	-	75	35	14	14	-	-
STUN SPORE	GRS	-	75	30	16	16	-	-
SLEEP POWDER	GRS	-	75	15	18	18	-	-
ACID	PSN	40	100	30	23	24	-	-
MOON LIGHT	HRM	-	-	5	33	35	-	-
PETAL DANCE	GRS	70	100	20	39	44	-	-
SOLARBEAM	GRS	120	100	10	-	-	-	55

## TM & HM ABILITIES

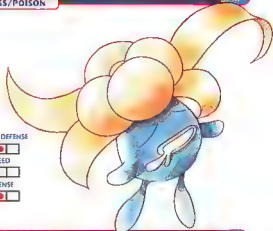
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03	CURSE	???	-	-	10	●	●	●	●
04	TOXIC	PSN	-	85	10	●	●	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●	●
12	SWEET SCENT	HRM	-	100	20	●	●	●	●
13	SHORE	HRM	40	100	15	●	●	●	●
15	HYPER BEAM	HRM	150	90	5	●	●	●	●
17	PROTECT	HRM	-	-	10	●	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●	●
20	ENDURE	HRM	-	-	10	●	●	●	●
21	FRUSTRATION	HRM	-	100	20	●	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●	●
27	RETURN	HRM	-	100	20	●	●	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●	●	●
34	SWAGGER	HRM	-	90	15	●	●	●	●
35	SLEEP TALK	HRM	-	-	10	●	●	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●	●	●
44	REST	PSY	-	-	10	●	●	●	●
45	ATTRACT	HRM	-	100	15	●	●	●	●
HI	CUT	HRM	50	95	30	●	●	●	●
H3	FLASH	HRM	-	70	20	●	●	●	●

# #44 GLOOM

ODDISH LEVEL 21 ► GLOOM

TYPE GRASS/POISON

Height  
1'07"  
Weight  
13.2 lbs



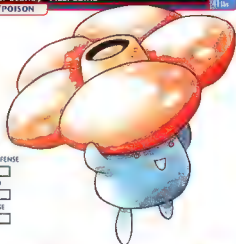
SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #45 VILEPLUME

GLOOM Leaf Stone ► VILEPLUME

TYPE GRASS/POISON

Height  
1'07"  
Weight  
13.2 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #182 BELLOSSOM

GLOOM Sun Stone ► BELLOSSOM

TYPE GRASS

Height  
1'07"  
Weight  
13.2 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #96 DROWZEE

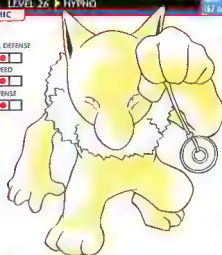
TYPE PSYCHIC



SPECIAL ATTACK	SPECIAL DEFENSE
HP POINTS	SPEED
ATTACK	DEFENSE

# #97 HYPNO

DROWZEE LEVEL 26 ▶ HYPNO  
TYPE PSYCHIC



SPECIAL ATTACK	SPECIAL DEFENSE
HP POINTS	SPEED
ATTACK	DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#96	#97
POUND	NRM	40	100	35	-	-
HYPNOSIS	PSY	-	60	20	-	-
DISABLE	NRM	-	55	20	10	10
CONFUSION	PSY	50	100	25	10	10
HEADBUTT	NRM	70	100	15	25	25
POISON GAS	PSN	-	55	40	31	33
MEDITATE	PSY	-	-	40	36	40
PSYCHIC	PSY	90	100	10	40	49
PSYCH UP	NRM	-	-	10	43	55
FUTURE SIGHT	PSY	80	90	15	45	60

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#96	#97
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
HS	FLASH	NRM	-	70	20	●	●

## PROF. FIM'S MEMO

Pokémon Eggs



## Check the Message



- It appears to care for other Pokémon
- It shows interest in the other Pokémon
- It's friendly with the other Pokémon
- It's brimming with energy
- It has no interest in the other Pokémon

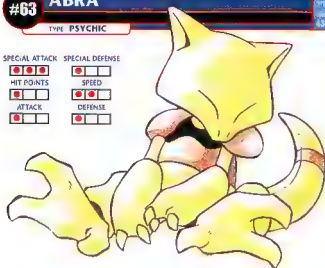
# #63 ABRA

TYPE PSYCHIC

Height  
1.0 m  
Weight  
4.5 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#63	#64	#65
TELEPORT	PSY	-	-	20	-	-	-
KINESIS	PSY	-	80	15	-	-	-
CONFUSION	PSY	50	100	25	16	16	16
DISABLE	NRM	-	55	20	18	18	18
PSYBEAM	PSY	65	100	20	21	21	21
RECOVER	NRM	-	-	20	26	26	26
FUTURE SIGHT	PSY	80	90	15	31	31	31
PSYCHIC	PSY	90	100	10	38	38	38
REFLECT	PSY	-	-	20	45	45	45

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#63	#64	#65
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

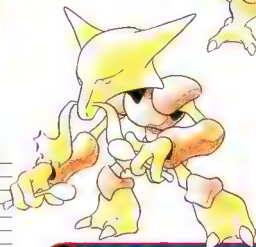
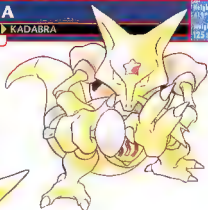
# #64 KADABRA

ABRA LEVEL 16 ▶ KADABRA  
TYPE PSYCHIC

Height  
1.5 m  
Weight  
19.5 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE

# #65 ALAKAZAM

KADABRA TRADE ▶ ALAKAZAM  
TYPE PSYCHIC

Height  
1.6 m  
Weight  
26 lbs



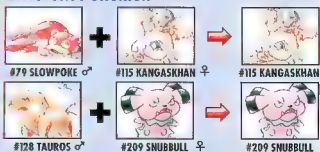
## PROF. ELM'S MEMO

### Pokemon Pairing

### Same Pokémon



### Different Pokémon





# #132 DITTO

TYPE NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#132
TRANSFORM	NRM	-	-	10	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#132
NONE						



## PROF. ELM'S MEMO

Pokémon Egg—Ditto

## Neuter



#81 MAGNETITE



#82 MAGNETON



#132 DITTO



#100 VOLTORB



#101 ELECTRODE



#120 STARYU



#121 STARMIE



MAGNETON



DITTO



MAGNETITE

Ditto



TAUROS



DITTO



TAUROS



KANGASKHAN



DITTO



KANGASKHAN



PIKACHU ♂



DITTO



PICHU



PIKACHU ♀



DITTO



PICHU

# #204 PINECO

TYPE BUG

SPECIAL ATTACK SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



# #205 FORRETRESS

PINECO LEVEL 31 ▶ FORRETRESS  
TYPE BUG/STEEL

SPECIAL ATTACK SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#204	#205
TACKLE	NRM	35	95	35	-	-
PROTECT	NRM	-	-	10	-	-
SELFDESTRUCT	NRM	200	100	5	8	8
TAKE DOWN	NRM	98	85	20	15	15
RAPID SPIN	NRM	28	100	40	22	22
HIDE	NRM	-	100	10	29	29
EXPLOSION	NRM	250	100	5	36	36
SPIKES	GRD	-	-	20	43	49
DOUBLE-EDGE	NRM	120	100	15	50	59

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#204	#205
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SHORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	30	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
104	STRENGTH	NRM	80	100	15	●	●

#29

## NIDORAN ♀

TYPE POISON

Height  
1.4 m  
Weight  
13.5 kg

SPECIAL ATTACK SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE	<input type="checkbox"/>	<input type="checkbox"/>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#29	#30	#31
GROWL	NRM	-	100	40	-	-	-
TACKLE	NRM	35	95	35	-	-	-
SCRATCH	NRM	40	100	35	8	8	-
DOUBLE KICK	FTG	30	100	30	17	17	-
POISON STING	PSN	15	100	35	17	19	-
BODY SLAM	NRM	85	100	15	-	-	23
TAIL WHIP	NRM	-	100	30	23	27	-
BITE	DRK	60	100	25	30	36	-
FURY SWIPES	NRM	18	80	15	38	46	-

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#29	#30	#31
01	DYNAMICPUNCH	FTG	100	50	5			
02	HEADBUTT	NRM	78	100	15			
03	CURSE	???	-	-	10			
05	ROAR	NRM	-	100	20			
06	TOXIC	PSN	-	85	10			
08	ROCK SMASH	FTG	20	100	15			
10	HIDDEN POWER	NRM	-	100	15			
11	SUNNY DAY	FIR	-	-	5			
13	SNORE	NRM	40	100	15			
14	BLIZZARD	ICE	120	70	5			
15	HYPER BEAM	NRM	150	90	5			
16	ICY WIND	ICE	55	95	15			
17	PROTECT	NRM	-	-	10			
18	RAIN DANCE	WTR	-	-	5			
20	ENDURE	NRM	-	-	10			
21	FRUSTRATION	NRM	-	100	20			
23	IRON TAIL	STL	100	75	15			
25	THUNDER	ELC	120	70	10			
26	EARTHQUAKE	GRD	100	100	10			
27	RETURN	NRM	-	100	20			
30	SHADOW BALL	GHO	80	100	15			
31	MUD-SLAP	GRD	30	100	10			
32	DOUBLE TEAM	NRM	-	-	15			
33	ICE PUNCH	ICE	75	100	15			
34	SWAGGER	NRM	-	90	15			
35	SLEEP TALK	NRM	-	-	10			
37	SANDSTORM	RCK	-	-	10			
38	FIRE BLAST	FIR	120	85	5			
40	DEFENSE CURL	NRM	-	-	40			
41	THUNDERPUNCH	ELC	75	100	15			
43	DETECT	FTG	-	-	5			
44	REST	PSY	-	-	10			
45	ATTRACT	NRM	-	100	15			
46	THIEF	DRK	40	100	10			
48	FIRE PUNCH	FIR	75	100	15			
49	FURY CUTTER	BUG	10	95	20			
H3	SURF	WTR	95	100	15			
H4	STRENGTH	NRM	80	100	15			

#30

## NIDORINA

NIDORAN ♀ LEVEL 16 → NIDORINA

TYPE POISON

Height  
1.7 m  
Weight  
16.5 kg

SPECIAL ATTACK SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE	<input type="checkbox"/>	<input type="checkbox"/>



SPECIAL ATTACK SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE	<input type="checkbox"/>	<input type="checkbox"/>

#31

## NIDOQUEEN

NIDORINA Moon Stone → NIDOQUEEN

TYPE POISON/GROUND

Height  
1.9 m  
Weight  
132 kg

## PROF. ELM'S MEMO

Pokemon Egg-ceptions

## No Eggs



UNOWN



IGGLYBUFF



TOGETI



CLEFFA



TYROGUE



SMOOCHUM



EKIDEX



MAGBY



ARTICUNO



ZAPDOS



MOLTRES



MEWTWO



MEW



RAIKOU



ENTEI



SUICUNE



NIDORINA



NIDOQUEEN



PICHU



LUGIA



HO-OH

# #32 NIDORAN ♂

TYPE POISON

Height 1.2 m  
Weight 2.8 kg

SPECIAL ATTACK SPECIAL DEFENSE

HP

DEFENSE

HP POINTS

SPEED

ATTACK

DEFENSE

HP

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#32	#33	#34
LEER	NRM	-	100	30	-	-	-
TACKLE	NRM	35	95	35	-	-	-
HORN ATTACK	NRM	65	100	25	8	8	-
DOUBLE KICK	FTG	30	100	30	12	12	-
POISON STING	PSN	15	100	35	17	19	-
THRASH	NRM	90	100	20	-	-	23
FOCUS ENERGY	NRM	-	-	30	23	27	-
FURY ATTACK	NRM	15	85	20	30	36	-
HORN DRILL	NRM	-	30	5	38	46	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#32	#33	#34
01	DYNAMICPUNCH	FTG	100	50	5	-	-	-
02	HEADBUTT	NRM	70	100	15	•	•	•
03	CURSE	PSY	-	-	10	-	-	-
05	ROAR	NRM	-	100	20	-	-	•
06	TOXIC	PSN	-	85	10	•	•	•
08	ROCK SMASH	FTG	20	100	15	-	•	•
10	HIDDEN POWER	NRM	-	100	15	•	•	•
11	SUNNY DAY	FIR	-	-	5	•	•	•
13	SNORE	NRM	40	100	15	•	•	•
14	BULLET PUNCH	ICE	120	70	5	•	•	•
15	HYPER BEAM	NRM	150	90	5	-	•	•
16	ICY WIND	ICE	55	95	15	-	•	•
17	PROTECT	NRM	-	-	10	•	•	•
18	RAIN DANCE	WTR	-	-	5	•	•	•
20	ENDURE	NRM	-	-	10	•	•	•
21	FRUSTRATION	NRM	-	100	20	•	•	•
23	IRON TAIL	STL	100	75	15	•	•	•
25	THUNDER	ELC	120	70	10	•	•	•
26	EARTHQUAKE	GRD	100	100	10	-	-	•
27	RETURN	NRM	-	100	20	•	•	•
30	SHADOW BALL	OWD	80	100	15	-	•	•
31	MUD-SLAP	GRD	20	100	10	•	•	•
32	DOUBLE TEAM	NRM	-	-	15	•	•	•
33	ICE PUNCH	ICE	75	100	15	-	•	•
34	SWAGGER	NRM	-	90	15	•	•	•
35	SLEEP TALK	NRM	-	-	10	•	•	•
37	SANDSTORM	RCK	-	-	10	-	-	•
38	FIRE BLAST	FIR	120	85	5	-	•	•
40	DEFENSE CURL	NRM	-	-	40	•	•	•
41	THUNDERPUNCH	ELC	75	100	15	-	•	•
43	DETECT	FTG	-	-	5	•	•	•
44	REST	PSY	-	-	10	•	•	•
45	ATTRACT	NRM	-	100	15	•	•	•
46	THIEF	DRK	40	100	10	•	•	•
48	FIRE PUNCH	FIR	75	100	15	-	•	•
49	FURY CUTTER	BUG	10	95	20	-	•	•
53	SURF	WTR	95	100	15	-	-	•
54	STRENGTH	NRM	80	100	15	-	•	•

# #33 NIDORINO

NIDORAN ♂ LEVEL 16 ▶ NIDORINO

TYPE POISON

Height 1.7 m  
Weight 4.5 kg

SPECIAL ATTACK SPECIAL DEFENSE

HP

DEFENSE

HP POINTS

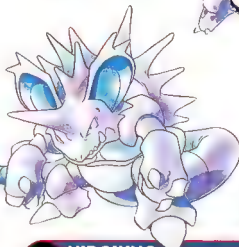
SPEED

ATTACK

DEFENSE

HP

DEFENSE



SPECIAL ATTACK

HP

SPECIAL DEFENSE

HP

HP POINTS

SPEED

ATTACK

DEFENSE

HP

DEFENSE

# #34 NIDOKING

NIDORINO Moon Stone ▶ NIDOKING

TYPE POISON/GROUND

Height 2.2 m  
Weight 13.7 kg



## PROF. ELM'S MEMO

Pokémon Genders

### Female Pokémon



NIDORAN ♀



NIDORINA



NIDOQUEEN



JYNX



SMOOCHUM



KANGASKHAN



MILTANK



CHANSEY



BLISSEY

### Male Pokémon



TAUROS



HITMONLEE



HITMONCHAN



HITMONTOP



TYROGUE



NIDORAN ♂



NIDORINO



NIDOKING

## TYPE BUG/FLYING



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#193
TACKLE	NRM	35	95	35	-
FORESIGHT	NRM	-	100	40	-
QUICK ATTACK	NRM	60	100	30	7
DOUBLE TEAM	NRM	-	-	15	13
SONICBOOM	NRM	-	90	20	19
DETECT	FTG	-	-	5	25
SUPERSONIC	NRM	-	55	20	31
SWIFT	NRM	60	-	20	37
SCREECH	NRM	-	85	40	43

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#193
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SHORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	68	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
H5	FLASH	NRM	-	70	20	●

**TYPE GRASS**

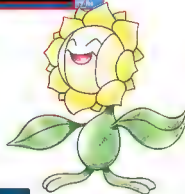


SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE

SUNFURN Sun Stone ► SUNFLORA

**TYPE GRASS**



SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#191	#192
ASSORB	GRS	29	100	20	-	-
POUND	HRM	40	100	35	-	-
GROWTH	HRM	-	-	40	4	4
MEGA DRAIN	GRS	40	100	10	10	-
RAZOR LEAF	GRS	55	95	25	10	10
SUNNY DAY	F R	-	-	5	19	19
SYNTHESIS	GRS	-	-	5	31	-
PETAL DANCE	GRS	70	100	20	-	31
GIGA DRAIN	GRS	60	100	5	46	-
SOLAR BEAM	GRS	120	100	10	-	46

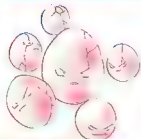
### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#191	#192
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FLY	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H1	CBT	NRM	50	95	30	●	●
H5	FLASH	NRM	-	70	20	●	●

# #102 EXEGGCUTE

TYPE GRASS/PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #103 EXEGGUTOR

EXEGGCUTE Leaf Stone EXEGGUTOR  
TYPE GRASS/PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#102	#103
BARRAGE	HRM	15	85	20	-	-
HYPNOSIS	PSY	-	60	20	-	-
REFLECT	PSY	-	20	7	-	-
LEECH SEED	GRS	-	90	10	13	-
CONFUSION	PSY	50	100	25	19	-
STOMP	HRM	65	100	20	-	19
STUN SPORE	GRS	-	75	30	25	-
POISONPOWDER	PSN	-	75	35	31	-
EGG BOMB	HRM	100	75	10	-	31
SLEEP POWDER	GRS	-	75	15	37	-
SOLAR BEAM	GRS	120	100	10	43	-

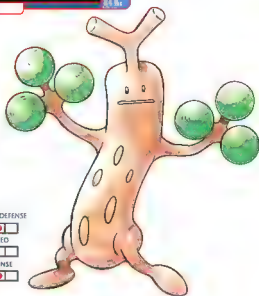
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#102	#103
02	HEADBUTT	HRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	HRM	-	-	10	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	HRM	40	100	15	●	●
15	HYPER BEAM	HRM	150	90	5	●	●
17	PROTECT	HRM	-	-	10	●	●
19	G-DRAIN	GRS	60	100	5	●	●
20	ENDURE	HRM	-	-	10	●	●
21	FRUSTRATION	HRM	-	100	20	●	●
22	SOLARFLAM	GRS	120	100	10	●	●
27	RETURN	HRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●
34	SWAGGER	HRM	-	90	15	●	●
35	SLEEP TALK	HRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
42	DREAM EATER	PSY	100	100	15	●	●
64	REST	PSY	-	-	10	●	●
45	ATTRACT	HRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H4	STRENGTH	HRM	80	100	15	●	●
H5	FLASH	HRM	-	70	20	●	●

# #185 SUDOWOODO

TYPE ROCK

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#185
ROCK THROW	RCK	50	90	15	-
MIMIC	HRM	-	100	10	-
FLAIL	HRM	-	100	15	10
LOW KICK	FTG	50	90	20	19
ROCK SLIDE	RCK	75	90	10	28
FAINT ATTACK	DRK	60	-	20	37
SLAM	HRM	80	75	20	46

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#185
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	HRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	HRM	-	-	10	●
10	HIDDEN POWER	HRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	HRM	40	100	15	●
17	PROTECT	HRM	-	-	10	●
20	ENDURE	HRM	-	-	10	●
21	FRUSTRATION	HRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	HRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	HRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	HRM	-	90	15	●
35	SLEEP TALK	HRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	HRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	HRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
H4	STRENGTH	HRM	80	100	15	●



#202

## WOBBUFFET

 Height  
10'3"  
Weight  
43 lbs

TYPE PSYCHIC

SPECIAL ATTACK SPECIAL DEFENSE

 HIT POINTS  
ATTACK  
DEFENSE  
SPEED


## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#202
COUNTER	FTG	-	100	20	-
MIRROR COAT	PSY	-	100	20	-
SAFEGUARD	NRM	-	-	25	-
DESTINY BOND	GHO	-	-	5	-

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#202
HONE						

## PROF. ELM'S MEMO

Time Capsule

ITEM	POKÉMON THAT MAY CARRY THE ITEM
BERRY	ARBOK, BELLSPOUR, CATAPHE, CUBONE, DIGLETT, DODUO, DROWZEE, EKANS, EXEGGUTE, FEAROW, GASTLY, GEODUDE, GLOOM, GOLBAT, GRAVELER, GRIMER, MAGIKARP, MAGNETITE, MANKEY, MEOWTH, METAPOD, NIDORINA, NIDORINO, ODDISH, PARAS, PIDGEOTTO, PIDGEY, PIKACHU (R.B.), POLIWAG, POLIWHIRL, PONYTA, PSYDUCK, RATICATE, RATTATA, RHYHORN, SANDSHEEP, SANDSLASH, SEEL, SHELDER, SLOWPOKE, SPEAROW, TENTACOO, VENONAT, VOLTOBB, YULPIX, WEEBIE, WEEPINBELL, ZUBAT
BITTER BERRY	AERODACTYL, BULBASAU, CHARMANDER, DOORIO, DRAGONAIR, DRATINI, EEEVEE, ELECTABUZZ, FARFETCH'D, GYARADOS, HITMONCHAN, HITMONLEE, JYNX, KABUTO, KANGASKHAN, LAPRAS, LICKITUNG, MAGMAR, MEW, MR. MIME, OMANYTE, ONIX, PINSIR, PORTOGON, SCYTHER, SQUIRTLE, TANGELA, TAURUS
BRICK PIECE	MACHOP
BRIGHT POWDER	ARTICUNO, MEWTWO, MOLTRES, ZAPDOS
GOLD BERRY	DUGTRIO, WIGGLYTUFF
GOLD LEAF	DIWGONG, GOLDOUCK, HYPNO, MAROWAK, MUK, PARASECT, PRIMEAPE, RAICHU, SEDIA, SLOWBRO, VENOMOTH
LEFTOVERS	CLEFAIRY, SNORLAX
LIGHT BALL	PIKACHU (GET FROM PROF. OAK IN YELLOW VERSION)
LUCKY PUNCH	CHARSEY
METAL POWDER	DITTO
MYSTERY BERRY	CLEFAIRY
POLKADOT BOW	JIGGLYPUFF
PROTEIN	DRAGONAIR (WILD IN YELLOW VERSION)
SILVER LEAF	ELECTRODE, KINGLER, MAGNETON, RAPIDASH, RHYDON, SEAKING, TENTACUCEL, WEEZING
TWISTED SPOON	KADABRA (WILD IN YELLOW VERSION)
TM 09/PSYCH UP	ABRA
TM 33/ICE PUNCH	GOLDEEN, HORSEA, KRABBY, STARYU
TM 43/DETECT	NIDORAN ♀, NIDORAN ♂

#48

## VENONAT

 Height  
1'4"  
Weight  
4.6 lbs

TYPE BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE

 HIT POINTS  
ATTACK  
DEFENSE  
SPEED


#49

## VENOMOTH

VENONAT LEVEL 31 VENOMOTH

TYPE BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE

 HIT POINTS  
ATTACK  
DEFENSE  
SPEED


## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#48	#49
TACKLE	NRM	35	95	35	-	-
DISABLE	NRM	-	55	20	-	-
FORESIGHT	NRM	-	100	40	-	-
SUPERSONIC	NRM	-	55	20	9	9
CONFUSION	PSY	50	100	25	17	17
POISONPOWDER	PSN	-	75	35	20	20
LEECH LIFE	BUG	20	100	15	25	25
STUN SPORE	GRS	-	75	30	28	28
GUST	FLY	40	100	35	31	31
PSYBEAM	PSY	65	100	20	33	36
SLEEP POWDER	GRS	-	75	15	36	42
PSYCHIC	PSY	90	100	10	41	52

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#48	#49
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SOLARY DAY	FIR	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SHORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	10	●	●	●
36	SLUDGE BOMB	PSN	90	180	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
115	FLASH	NRM	-	70	20	●	●

# #123 SCYTHER

TYPE: BUG/FLYING

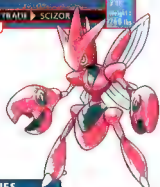
SPECIAL ATTACK	SPECIAL DEFENSE
HP POINTS	SPEED
ATTACK	DEFENSE
DOUBLE TEAM	



# #212 SCIZOR

SCYTHER Metal Coat → TRAIN → SCIZOR  
TYPE: BUG/STEEL

SPECIAL ATTACK	SPECIAL DEFENSE
HP POINTS	SPEED
ATTACK	DEFENSE
DOUBLE TEAM	



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#123	#212
QUICK ATTACK	NRM	40	100	30	-	-
LEER	NRM	-	100	30	-	-
FOCUS ENERGY	NRM	-	-	30	6	6
PURSUIT	DRK	40	100	20	12	12
FALSE SWIPE	NRM	40	100	40	18	18
AGILITY	PSY	-	-	30	24	24
WING ATTACK	FLY	40	100	35	30	-
METAL CLAW	STL	50	95	35	-	30
SLASH	NRM	70	100	20	36	36
SWORDS DANCE	NRM	-	-	30	42	42
DOUBLE TEAM	NRM	-	-	15	48	48

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#123	#212
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	RCK	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

# #127 PINSIR

TYPE: BUG



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HP POINTS	SPEED
● ● ●	● ● ●	● ● ● ●	● ● ●	● ● ●	● ● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#127
VICEGRIP	NRM	55	100	30	-
FOCUS ENERGY	NRM	-	-	30	7
BIND	NRM	15	75	20	13
SEISMIC TOSS	FTG	-	100	20	19
HARDEN	NRM	-	-	30	25
GUILLotine	NRM	-	30	5	31
SUBMISSION	FTG	80	80	25	37
SWORDS DANCE	NRM	-	-	30	43

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#127
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	RCK	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●

# #214 HERACROSS

TYPE BUG/FIGHTING

Height: 1'07"  
Weight: 189 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HP POINTS	SPEED
66	69	125	75	65	85

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#214
TACKLE	NRM	35	95	35	-
LEER	NRM	-	100	30	-
HORN ATTACK	NRM	65	100	25	6
ENDURE	NRM	-	-	10	12
FURY ATTACK	NRM	15	85	20	19
COUNTER	FTG	-	100	20	27
TAKE DOWN	NRM	90	85	20	35
REVERSAL	FTG	-	100	15	44
MEGAGORN	BUG	120	85	10	54

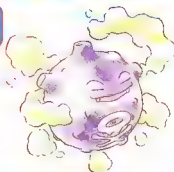
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#214
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	RCK	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SHORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●

# #109 KOFFING

TYPE POISON

Height: 1'04"  
Weight: 6 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
66	66
HP POINTS	SPEED
66	66
ATTACK	DEFENSE
66	66

# #110 WEEZING

HOFFING, LEVEL 35 WEEZING

TYPE POISON

Height: 1'04"  
Weight: 6 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
66	66
HP POINTS	SPEED
66	66
ATTACK	DEFENSE
66	66

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#109	#110
POISON GAS	PSN	-	55	40	-	-
TACKLE	NRM	35	95	35	-	-
SMOG	PSN	20	70	20	9	9
SELDESTRUCT	NRM	200	100	5	17	17
SLUDGE	PSN	65	100	20	21	21
SMOKESCREEN	NRM	-	100	20	25	25
HAZE	ICE	-	-	30	33	33
EXPLOSION	NRM	250	100	5	41	44
DESTINY BOND	GRD	-	-	5	45	51

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#109	#110
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SHORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●

# #88 GRIMER

TYPE POISON

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #89 MUK

CRIMER LEVEL 30 ▶ MUK  
TYPE POISON

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#88	#89
POISON GAS	PSN	-	55	40	-	-
POUND	NRM	40	100	35	-	-
HARDEN	NRM	-	-	30	5	33
DISABLE	NRM	-	55	20	10	37
SLUDGE	PSN	65	100	20	16	45
MINIMIZE	NRM	-	-	20	23	45
SCREECH	NRM	-	85	40	31	45
ACID ARMOR	PSN	-	-	40	40	45
SLUDGE BOMB	PSN	90	100	10	50	60

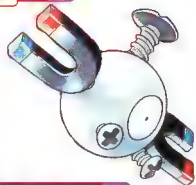
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#88	#89
01	DYNAMICPUNCH	FTG	100	50	5	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●

# #81 MAGNEMITE

TYPE ELECTRIC/STEEL

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #82 MAGNETON

MAGNEMITE LEVEL 30 ▶ MAGNETON  
TYPE ELECTRIC/STEEL

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#81	#82
TACKLE	NRM	35	95	35	-	-
THUNDERSHOCK	ELC	40	100	30	6	6
SUPERSONIC	NRM	-	55	20	11	11
SONICBOOM	NRM	-	90	20	16	16
THUNDER WAVE	ELC	100	20	21	21	21
LOCK-ON	NRM	-	100	5	27	27
SWIFT	NRM	60	-	20	33	35
SCREECH	NRM	-	85	40	39	43
ZAP CANNON	ELC	100	50	5	45	53

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#81	#82
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	BEST	PSY	-	-	10	●	●
45	FLASH	NRM	-	70	20	●	●

## #100 VOLTORB

TYPE ELECTRIC

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE



## #101 ELECTRODE

VOLTORB LEVEL 30 ELECTRODE

TYPE ELECTRIC

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#100	#101
TACKLE	NRM	35	95	35	-	-
SCREECH	NRM	-	85	40	9	9
SONICBOOM	NRM	-	90	20	17	17
SELFDESTRUCT	NRM	200	100	5	23	23
ROLLOUT	RCK	30	90	20	29	29
LIGHT SCREEN	PSY	-	-	20	33	34
SWIFT	NRM	60	-	20	37	40
EXPLOSION	NRM	250	100	5	39	44
MIRROR COAT	PSY	-	100	20	41	48

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#100	#101
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SHORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	FLASH	NRM	-	70	20	●	●

## #190 AIPOM

TYPE NORMAL

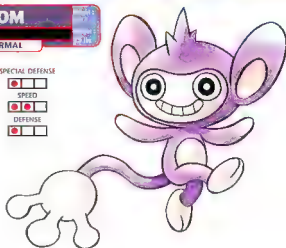
SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#190
SCRATCH	NRM	40	100	35	-
TAIL WHIP	NRM	-	100	30	-
SAND-ATTACK	GRD	-	100	15	6
BATON PASS	NRM	-	-	40	12
FURY SWIPES	NRM	18	88	15	19
SWIFT	NRM	60	-	20	27
SCREEN	NRM	-	85	40	36
AGILITY	PSY	-	-	30	46

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#190
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	SELF SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SHORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
49	FURY CUTTER	BUG	70	95	20	●
50	HIGH JUMP	GHO	-	100	15	●
51	CUT	NRM	50	95	30	●
54	STRENGTH	NRM	80	100	15	●



# #209 SNUBBULL

TYPE NORMAL



# #210 GRANBULL

SNUBBULL LEVEL 23 GRANBULL

TYPE NORMAL



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#209	#210
TACKLE	NRM	35	95	35	-	-
SCARY FACE	NRM	-	90	10	-	-
TAIL WHIP	NRM	-	100	30	4	4
CHARM	NRM	-	100	20	8	8
BITE	DRK	60	100	25	13	13
LICK	GHO	20	100	30	19	19
ROAR	NRM	-	100	20	26	26
RAGE	NRM	20	100	20	34	38
TAKEDOWN	NRM	90	85	20	43	51

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#209	#210
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

# #37 VULPIX

TYPE FIRE



# #38 NINETALES

VULPIX Fire Stone NINETALES

TYPE FIRE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#37	#38
EMBER	FIR	40	100	25	-	-
TAIL WHIP	NRM	-	100	30	-	-
QUICK ATTACK	NRM	40	100	30	7	-
ROAR	NRM	-	100	20	13	-
CONFUSE RAY	GHO	-	100	10	19	-
SAFEGUARD	NRM	-	-	25	25	-
FLAMETHROWER	FIR	95	100	15	31	-
FIRE SPIN	FIR	15	70	15	37	43

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#37	#38
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●

#58

## GROWLITHE

TYPE: FIRE

 HP 120  
 EXP 100  
 EV 65


SPECIAL ATTACK SPECIAL DEFENSE

☒ ☒
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☒ ☒
☒ ☒
☒ ☒

#59

## ARCANINE

GROWLITHE Fire Stone → ARCANINE

TYPE: FIRE

 HP 160  
 EXP 140  
 EV 100


SPECIAL ATTACK SPECIAL DEFENSE

☒ ☒
☒ ☒
☒ ☒
☒ ☒
☒ ☒
☒ ☒
☒ ☒
☒ ☒

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#58	#59
BITE	DRK	90	100	25	-	-
ROAR	NRM	-	100	20	-	-
EMBER	FR	40	100	25	9	-
LEER	NRM	-	100	30	38	-
TAKE DOWN	NRM	90	85	20	26	-
FLAME WHEEL	FIR	60	100	25	34	-
AGILITY	PSY	-	-	30	42	-
FLAMEFROWER	FR	95	100	15	50	-
EXTREME SPEED	NRM	80	100	5	-	50

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#58	#59
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●

#234

## STANTLER

TYPE: NORMAL

 HP 100  
 EXP 80  
 EV 65


SPECIAL ATTACK SPECIAL DEFENSE

☒ ☒
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☒ ☒

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#234
TACKLE	NRM	35	95	35	-
LEER	NRM	-	100	30	8
HYPNOSIS	PSY	-	60	20	15
STOMP	NRM	65	100	20	23
SAND-ATTACK	GRD	-	100	15	31
TAKE DOWN	NRM	90	85	20	40
CONFUSE RAY	GHO	-	100	10	49

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#234
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
31	MAUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
47	DREAM EATER	PSY	100	100	15	●
48	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
15	FLASH	NRM	-	70	20	●

# #183 MARILL

TYPE WATER

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



# #184 AZUMARILL

TYPE WATER

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



## LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#183	#184
TACKLE	NRM	35	95	35	-	-
DEFENSE CURL	NRM	-	40	3	3	3
TAIL WHIP	NRM	-	100	30	6	6
WATER GUN	WTR	40	100	25	10	10
ROLLOUT	BCK	30	90	20	15	15
BUBBLEDREAM	WTR	65	100	20	21	25
DOUBLE-EDGE	HRM	120	100	15	28	36
RAIN DANCE	WTR	-	5	36	48	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#183	#184
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	BCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

# #50 DIGLETT

TYPE GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



# #51 DUGTRIO

TYPE GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



## LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#50	#51
SCRATCH	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	5	5
MAGNITUDE	GRD	-	100	30	9	9
DIG	GRD	60	100	10	17	17
SAND-ATTACK	GRD	-	100	15	25	25
SLASH	NRM	70	100	20	33	37
EARTHQUAKE	GRD	100	100	10	41	49
FISSURE	GRD	-	30	5	49	61

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#50	#51
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	GRD	40	100	10	●	●
H1	CUT	NRM	50	95	30	●	●



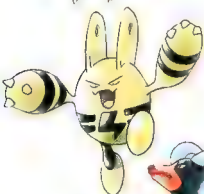
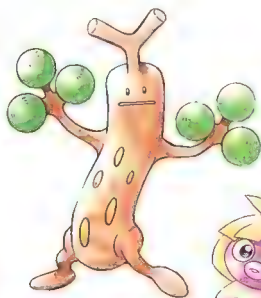
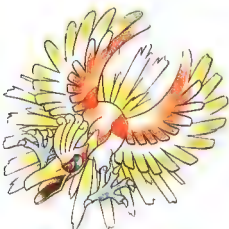
# POKÉMON



GOLD

SILVER

Complete Pokédex



## #56 MANKEY

TYPE: FIGHTING

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



## #57 PRIMEAPE

MANKEY, LEVEL 28 ▶ PRIMEAPE

TYPE: FIGHTING

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#56	#57
SCRATCH	HRM	40	100	35	-	-
LEER	HRM	-	100	30	-	-
LOW KICK	FTG	50	90	20	9	9
KARATE CHOP	FTG	50	100	25	15	15
FURY SWIPES	HRM	18	80	15	21	21
FOCUS ENERGY	HRM	-	-	30	27	27
RAGE	HRM	20	100	20	-	28
SEISMIC TOSS	FTG	-	100	20	33	36
CROSS CHOP	FTG	100	80	5	39	45
SCREECH	HRM	-	85	40	45	54
THRASH	HRM	90	100	20	51	63

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#56	#57
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	HRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	HRM	-	-	10	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SHORE	HRM	40	100	15	●	●
15	HYPER BEAM	HRM	150	90	5	●	●
17	PROTECT	HRM	-	-	10	●	●
20	ENDURE	HRM	-	-	10	●	●
21	FRUSTRATION	HRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	HRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	HRM	-	90	15	●	●
35	SLEEP TALK	HRM	-	-	10	●	●
39	SWIFT	HRM	60	-	20	●	●
40	DEFENSE CURL	HRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	HRM	-	100	15	●	●
46	THIEF	HRM	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	STRENGTH	HRM	80	100	15	●	●

## #52 MEOWTH

TYPE: NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



## #53 PERSIAN

MEOWTH, LEVEL 28 ▶ PERSIAN

TYPE: NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#52	#53
SCRATCH	HRM	40	100	35	-	-
GROWL	HRM	-	100	40	-	-
BITE	HRM	40	100	25	11	11
PLAY DAY	HRM	40	100	20	20	20
Faint Attack	HRM	60	-	20	28	29
SCREECH	HRM	-	85	40	35	38
FURY SWIPES	HRM	18	80	15	41	46
SLASH	HRM	70	100	20	46	53

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#52	#53
02	HEADBUTT	HRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	HRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	HRM	-	-	10	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SHORE	HRM	40	100	15	●	●
15	HYPER BEAM	HRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	HRM	-	-	10	●	●
20	ENDURE	HRM	-	-	10	●	●
21	FRUSTRATION	HRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	HRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●
34	SWAGGER	HRM	-	90	15	●	●
35	SLEEP TALK	HRM	-	-	10	●	●
39	SWIFT	HRM	60	-	20	●	●
40	DEFENSE CURL	HRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	HRM	-	100	15	●	●
46	THIEF	HRM	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●



#54

# PSYDUCK

TYPE WATER

SPECIAL ATTACK	SPECIAL DEFENSE
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#54	#55
SCRATCH	NRM	40	100	35	-	-
TAIL WHIP	NRM	-	100	30	5	5
DISABLE	NRM	-	55	20	10	10
CONFUSION	PSY	50	100	25	16	16
SCREECH	NRM	-	85	40	23	23
PSYCH UP	NRM	-	-	10	31	31
FURY SWIPES	NRM	10	80	15	40	44
HYDRO PUMP	WTR	120	80	5	50	50

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#54	#55
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SHORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	25	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

#55

# GOLDUCK

PSYDUCK LEVEL 33 ► GOLDUCK

TYPE WATER

SPECIAL ATTACK	SPECIAL DEFENSE
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HIT POINTS	SPEED
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
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## PROF. ELM'S MEMO

### Wild Pokémon Items

RED NAME	ALWAYS
BLUE NAME	SOMETIMES
BLACK NAME	RARELY

GOLD BERRY	FURRET
KING'S ROCK	POLIWHIRL, SLOWBRO, SLOWPOKE
BIG MUSHROOM	PARAS
BIG PEARL	SHELLDER
EVERSTONE	GEODUDE, GRAVELER
BERRY	FURRET, PINACHU, SENTRET, SHUCKLE
SILVER POWDER	BUTTERFREE
NOUGET	GRIMER, MUK
ICE BERRY	JYNX
LUCKY EGG	CHANSEY
PEARL	SHELLDER
SHARP BEAK	DODRIO, FEAROW
SACRED ASH	HO-OH
QUICK CLAW	SNEASEL
LEFTOVERS	SNORLAX
TINY MUSHROOM	PARAS
MINI YAM	CLEFAIRY
POISON BARR	BEEDRILL
STICK	RARECOT'D
SPELL TAG	MISDEARVUS
MYSTERY BERRY	CLEFAIRY, MR. MINE
THICK CLUB	CUBONE, MAROWAK
STAR PIECE	STARU
STARBUIS	STARU
METAL COAT	MAGNETITE
MOOD MOO MILK	MILKTANK
BURN BERRY	VULPIX, GROWLITHE, MAGMAR
DRAGON SCALE	DRAGONAIR, DRATINI, HORSEA, SEADRA



#66

## MACHOP

TYPE: FIGHTING



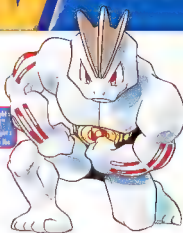
#67

## MACHOKE

MACHOP LEVEL 28 ▶ MACHOKE

TYPE: FIGHTING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



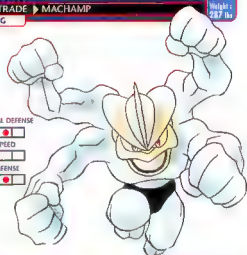
#68

## MACHAMP

MACHOKE TRADE ▶ MACHAMP

TYPE: FIGHTING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#66	#67	#68
LOW KICK	FTG	50	99	20	-	-	-
LEER	NRM	-	100	30	-	-	-
FOCUS ENERGY	NRM	-	-	30	7	8	8
KARATE CHOP	FTG	50	100	25	13	15	15
SEISMIC TOSS	FTG	-	100	20	19	19	19
FORESIGHT	NRM	-	100	40	25	25	25
VITAL THROW	FTG	70	100	10	31	34	34
CROSS CHOP	FTG	100	80	5	37	43	43
SCARY FACE	NRM	-	90	10	43	52	52
SUBMISSION	FTG	80	80	25	49	61	61

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#66	#67	#68
01	DYNAMIC PUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	70	85	5	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●



## PROF. ELM'S MEMO

Trainers Calling



#211 GWILFISH

Fisherman  
Ralph  
Route 32

#206 DUNSPARCE

Hiker  
Anthony  
Route 33

#193 YANMA

Bug Catcher  
Arnie  
Route 35

#209 SNUBBULL

Schoolboy  
Chad  
Route 38

#223 REMORAID

Fisherman  
Wilton  
Route 44

#183 MARILL

Hiker  
Parry  
Route 45

#236

# TYROGUE

TYPE: FIGHTING



SPECIAL ATTACK: SPECIAL DEFENSE: ATTACK: DEFENSE: HIT POINTS: SPEED:

#107

# HITMONCHAN

TYROGUE LEVEL 20 ATTACK<DEFENSE> HITMONCHAN

TYPE: FIGHTING



SPECIAL ATTACK: SPECIAL DEFENSE: ATTACK: DEFENSE: HIT POINTS: SPEED:

## LEVEL-UP ABILITIES

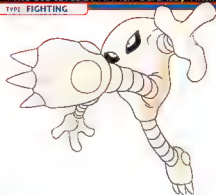
ATTACK	TYPE	BA	AC	PP	#236	#106	#107	#237
TACKLE	NRM	35	95	35	-	-	-	-
DOUBLE KICK	FTG	30	100	30	-	-	-	-
COMET PUNCH	NRM	18	85	15	-	-	-	-
MEDITATE	PSY	-	-	40	6	-	-	-
ROLLING KICK	FTG	60	85	15	11	-	-	-
JUMP KICK	FTG	70	95	25	16	-	-	-
FOCUS ENERGY	NRM	-	-	30	21	-	-	7
HI JUMP KICK	FTG	85	90	20	26	-	-	-
MIND READER	NRM	-	100	5	31	-	-	-
FORESIGHT	NRM	-	100	40	36	-	-	-
ENDURE	NRM	-	-	10	41	-	-	-
MEGA KICK	NRM	120	75	5	46	-	-	-
REVERSAL	FTG	-	100	15	51	-	-	-
AGILITY	PSY	-	-	30	7	37	-	-
PURSUIT	DRK	40	100	20	13	13	-	-
THUNDERPUNCH	ELC	75	100	15	26	-	-	-
ICE PUNCH	ICE	75	100	15	26	-	-	-
FIRE PUNCH	FIR	75	100	15	26	-	-	-
MACH PUNCH	FTG	40	100	30	32	-	-	-
MEGA PUNCH	NRM	80	85	20	38	-	-	-
DETECT	FTG	-	-	5	44	43	-	-
COUNTER	FTG	-	100	20	50	31	-	-
QUICK ATTACK	NRM	40	100	30	79	-	-	-
RAPID SPIN	NRM	20	100	40	25	-	-	-
TRIPLE KICK	FTG	10	90	10	49	-	-	-

#106

# HITMONLEE

TYROGUE LEVEL 20 ATTACK<DEFENSE> HITMONLEE

TYPE: FIGHTING



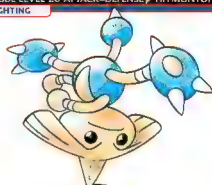
SPECIAL ATTACK: SPECIAL DEFENSE: ATTACK: DEFENSE: HIT POINTS: SPEED:

#237

# HITMONTOP

TYROGUE LEVEL 20 ATTACK<DEFENSE> HITMONTOP

TYPE: FIGHTING



SPECIAL ATTACK: SPECIAL DEFENSE: ATTACK: DEFENSE: HIT POINTS: SPEED:

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#236	#106	#107	#237
01	DYNAMICPUNCH	FTG	100	50	5	-	-	-	-
02	HEADBUTT	NRM	70	100	15	-	-	-	-
03	CURSE	???	-	-	10	-	-	-	-
06	TOXIC	PSN	-	85	10	-	-	-	-
08	ROCK SMASH	FTG	28	100	15	-	-	-	-
10	HIDDEN POWER	NRM	-	100	15	-	-	-	-
11	SUNNY DAY	FIR	-	-	5	-	-	-	-
13	SNORE	NRM	40	100	15	-	-	-	-
17	PROTECT	NRM	-	-	10	-	-	-	-
20	ENDURE	NRM	-	-	10	-	-	-	-
21	FRUSTRATION	NRM	-	100	20	-	-	-	-
27	RETURN	NRM	-	100	20	-	-	-	-
28	DIG	GRD	60	100	10	-	-	-	-
31	MUD-SLAP	GRD	20	100	10	-	-	-	-
32	DOUBLE TEAM	NRM	-	-	15	-	-	-	-
33	ICE PUNCH	ICE	75	100	15	-	-	-	-
34	SWAGGER	NRM	-	90	15	-	-	-	-
35	SLEEP TALK	NRM	-	-	10	-	-	-	-
39	SWIFT	NRM	60	-	20	-	-	-	-
41	THUNDERPUNCH	ELC	75	100	15	-	-	-	-
43	DETECT	FTG	-	-	5	-	-	-	-
44	REST	PSY	-	10	10	-	-	-	-
45	ATTRACT	NRM	-	100	15	-	-	-	-
46	THIEF	DRK	40	100	10	-	-	-	-
48	FIRE PUNCH	FIR	75	100	15	-	-	-	-
54	STRENGTH	NRM	80	100	15	-	-	-	-

## #203 GIRAFARIG

TYPE NORMAL/PSYCHIC

Height  
1'03"  
Weight  
91 lbs

SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

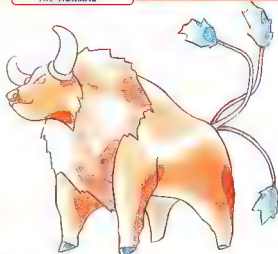
ATTACK	TYPE	BA	AC	PP	#203
TACKLE	NRM	35	95	35	-
GROWL	NRM	-	100	40	-
CONFUSION	PSY	50	100	25	7
STOMP	NRM	65	100	20	13
AGILITY	PSY	-	-	30	20
BARON PASS	NRM	-	-	40	30
PSYBEAM	PSY	65	100	20	41
CRUNCH	DRK	80	100	15	54

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#203
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	30	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SHORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	10	●
31	MUD-SLAP	NRM	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
H4	STRENGTH	NRM	80	100	15	●

## #120 TAUROS

TYPE NORMAL

Height  
1'17"  
Weight  
195 lbs

SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#120
TACKLE	NRM	35	95	35	-
TAIL WHIP	NRM	-	100	30	4
RAGE	NRM	20	100	20	8
HORN ATTACK	NRM	65	100	25	13
SCARY FACE	NRM	-	90	10	19
PURSUIT	DRK	40	100	20	26
REST	PSY	-	-	10	34
THRASH	NRM	90	100	20	43
TAKE DOWN	NRM	90	85	20	53

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#120
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SHORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

# #241 MILTANK

TYPE NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE



## LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#241
TACKLE	HRM	35	95	35	-
GROWL	HRM	-	100	40	4
DEFENSE CURL	HRM	-	-	40	8
STOMP	HRM	65	100	20	13
MILK DRINK	HRM	-	-	10	19
BIDE	HRM	-	100	10	26
ROLLOUT	RCK	30	90	20	34
BODY SLAM	HRM	85	100	15	43
HEAL BELL	HRM	-	-	5	53

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#241
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	HRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	HRM	-	-	10	●
10	HIDDEN POWER	HRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
12	SWEET SCENT	HRM	-	100	20	●
13	SNORE	HRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	HRM	150	90	5	●
16	ICY WIND	ICE	35	95	15	●
17	PROTECT	HRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	HRM	-	-	10	●
21	FRUSTRATION	HRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	HRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	HRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	HRM	-	90	15	●
35	SLEEP TALK	HRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	HRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	HRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	HRM	80	100	15	●

# #240 MAGBY

TYPE FIRE

SPECIAL ATTACK	SPECIAL DEFENSE



# #126 MAGMAR

TYPE FIRE

SPECIAL ATTACK	SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#240	#126
EMBER	FIR	40	100	25	-	-
LEER	HRM	-	100	30	7	7
SMOG	PSN	20	70	20	13	13
FIRE PUNCH	FIR	75	100	15	19	19
SMOKESCREEN	HRM	-	100	20	25	25
SUNNY DAY	FIR	-	-	5	31	33
FLAMETHROWER	FIR	95	100	15	37	41
CONFUSE RAY	GHO	-	100	10	43	49
FIRE BLAST	FIR	120	85	5	49	57

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#240	#126
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	HRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	HRM	40	100	15	●	●
15	HYPER BEAM	HRM	150	90	5	●	●
17	PROTECT	HRM	-	-	10	●	●
20	ENDURE	HRM	-	-	10	●	●
21	FRUSTRATION	HRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	HRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●
34	SWAGGER	HRM	-	90	15	●	●
35	SLEEP TALK	HRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	HRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	HRM	80	100	15	●	●



# #238 SMOOCHUM

Height: 9' 1"  
Weight: 13 lbs

TYPE ICE/PSYCHIC

SPECIAL ATTACK SPECIAL DEFENSE



# #124 JYNX

Height: 7' 7"  
Weight: 96 lbs

SMOOTHUM LEVEL 30 ▶ JYNX  
TYPE ICE/PSYCHIC

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#238	#124
POUND	NRM	40	100	35	-	-
LICK	GHO	20	100	30	-	-
SWEET KISS	NRM	-	75	10	9	-
LOVELY KISS	NRM	-	75	10	-	9
POWDER SNOW	ICE	40	100	25	13	13
CONFUSION	PSY	50	100	25	21	-
DOUBLES LAP	NRM	15	85	10	-	21
SING	NRM	-	55	15	25	-
ICE PUNCH	ICE	75	100	15	-	25
MEAN LOOK	NRM	-	100	5	33	33
PSYCHIC	PSY	90	100	10	37	-
BODY SLAM	NRM	85	100	15	-	41
PERISH SONG	NRM	-	-	5	45	51
BLIZZARD	ICE	120	70	5	49	57

## TM & HM ABILITIES

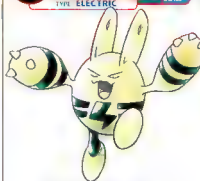
#	ATTACK	TYPE	BA	AC	PP	#238	#124
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●

# #239 ELEKID

Height: 8' 10"  
Weight: 52 lbs

TYPE ELECTRIC

SPECIAL ATTACK SPECIAL DEFENSE

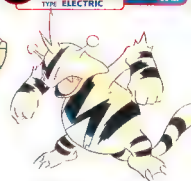


# #125 ELECTABUZZ

Height: 8' 10"  
Weight: 66 lbs

ELEKID LEVEL 30 ▶ ELECTABUZZ  
TYPE ELECTRIC

SPECIAL ATTACK SPECIAL DEFENSE



SPECIAL ATTACK SPECIAL DEFENSE



SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#239	#125
QUICK ATTACK	NRM	40	100	30	-	-
LEER	NRM	-	100	30	-	-
THUNDERPUNCH	ELC	75	100	15	9	9
LIGHT SCREEN	PSY	-	-	30	17	17
SWIFT	NRM	60	-	20	25	25
SCREECH	NRM	-	85	40	33	36
THUNDERBOLT	ELC	95	100	15	41	47
THUNDER	ELC	120	70	10	49	58

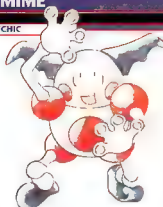
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#239	#125
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	85	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	TAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
104	STRENGTH	NRM	80	100	15	●	●
105	FLASH	NRM	-	70	20	●	●

#122

# MR. MIME

TYPE PSYCHIC



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED  
 ●●●● ●●●● ●●●● ●●●● ●●●● ●●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#122
BARRIER	PSY	-	-	30	-
CONFUSION	PSY	50	100	25	6
SUBSTITUTE	NRM	-	-	10	11
MEDITATE	PSY	-	-	40	16
DOUBLESAP	NRM	15	85	10	21
LIGHT SCREEN	PSY	-	-	30	26
REFLECT	PSY	-	-	20	26
ENCORE	NRM	-	100	5	31
PSYBEAM	PSY	65	100	20	36
BATON PASS	NRM	-	-	40	41
SAFEGUARD	NRM	-	-	25	46

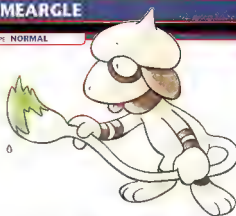
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#122
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRP	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
85	FLASH	NRM	-	70	20	●

#235

# SMEARGLE

TYPE NORMAL



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED  
 ●●●● ●●●● ●●●● ●●●● ●●●● ●●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#235
SKETCH	NRM	-	-	1	-
SKETCH	NRM	-	-	1	11
SKETCH	NRM	-	-	1	21
SKETCH	NRM	-	-	1	31
SKETCH	NRM	-	-	1	41
SKETCH	NRM	-	-	1	51
SKETCH	NRM	-	-	1	61
SKETCH	NRM	-	-	1	71
SKETCH	NRM	-	-	1	81
SKETCH	NRM	-	-	1	91

## TM & HM ABILITIES

NONE



## TYPE FLM'S MEMO

Smeargle's Sketch



## #83 FARFETCH'D

TYPE NORMAL/FLYING

Height: 1'08"  
Weight: 33 lbs

SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#83
PECK	FLY	35	100	35	-
SAND-ATTACK	GRD	-	100	15	7
LEER	HRM	-	100	30	13
FURY ATTACK	HRM	15	85	20	19
SWORDS DANCE	HRM	-	-	30	25
AGILITY	PSY	-	-	20	31
SLASH	HRM	70	100	20	37
FALSE SWIPE	HRM	40	100	40	44

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#83
02	HEADBUTT	HRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	HRM	-	-	10	●
10	HIDDEN POWER	HRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	HRM	40	100	15	●
17	PROTECT	HRM	-	-	10	●
20	ENDURE	HRM	-	-	10	●
21	FRUSTRATION	HRM	-	100	20	●
23	IRON TAIL	STL	100	25	15	●
27	RETURN	HRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	HRM	-	-	15	●
34	SWAGGER	HRM	-	90	15	●
35	SLEEP TALK	HRM	-	-	10	●
39	SWIFT	HRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	HRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
H1	CUT	HRM	50	95	30	●
H2	FLY	FLY	70	95	15	●

## #177 NATU

TYPE PSYCHIC/FLYING

Height: 1'08"  
Weight: 33 lbs

SPECIAL ATTACK SPECIAL DEFENSE

## #178 XATU

TYPE PSYCHIC/FLYING

Height: 1'08"  
Weight: 33 lbs

SPECIAL ATTACK SPECIAL DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#177	#178
PECK	FLY	35	100	35	-	-
LEER	HRM	-	100	30	-	-
NIGHT SHADE	GHO	-	100	15	10	10
TELEPORT	PSY	-	-	20	20	20
FUTURE SIGHT	PSY	80	90	15	30	35
CONFUSE RAY	GHO	-	100	10	40	50
PSYCHIC	PSY	90	100	10	50	65

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#177	#178
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	HRM	-	-	10	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	HRM	40	100	15	●	●
15	HYPER BEAM	HRM	150	90	5	●	●
17	PROTECT	HRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	HRM	-	-	10	●	●
21	FRUSTRATION	HRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	HRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●
34	SWAGGER	HRM	-	90	15	●	●
35	SLEEP TALK	HRM	-	-	10	●	●
39	SWIFT	HRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	HRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H2	FLY	FLY	70	95	15	●	●
H5	FLASH	HRM	-	70	20	●	●

# #211 QWILFISH

TYPE: WATER/POISON



SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS  
ATTACK DEFENSE  
SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#211
TACKLE	NRM	35	95	35	-
POISON STING	PSN	15	100	35	-
HARDEN	NRM	-	-	30	10
MINIMIZE	NRM	-	-	20	10
WATER GUN	WTR	40	100	25	19
PIN MISSILE	BUG	14	85	20	20
TAKEDOWN	NRM	90	85	20	37
HYDRO PUMP	WTR	120	80	5	46

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#211
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SHORE	NRM	40	100	15	●
16	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
36	SLUDGE BOMB	PSN	90	100	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

# #72 TENTACOO

TYPE: WATER/POISON



SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS  
ATTACK DEFENSE  
SPEED

# #73 TENTACRUEL

TYPE: WATER/POISON



SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS  
ATTACK DEFENSE  
SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#72	#73
POISON STING	PSN	15	100	35	-	-
SUPERSONIC	NRM	-	55	20	6	6
CONSTRICT	NRM	10	100	35	12	12
ACID	PSN	40	100	30	19	19
BUBBLEBEAM	WTR	65	100	20	25	25
WRAP	NRM	15	85	20	30	30
BARBAR	PSY	-	-	30	36	38
SCREECH	NRM	-	85	40	43	47
HYDRO PUMP	WTR	120	80	5	49	55

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#72	#73
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SHORE	NRM	40	100	15	●	●
16	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

# #98 KRABBY

TYPE WATER

SPECIAL ATTACK	SPECIAL DEFENSE
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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# #99 KINGLER

KRABBY LEV. 25 → KINGLER  
TYPE WATER

SPECIAL ATTACK	SPECIAL DEFENSE
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#98	#99
BUBBLE	WTR	20	100	30	-	-
LEER	HRM	-	100	30	5	5
VICARIOUS	HRM	66	100	30	12	12
HARDEN	HRM	-	-	30	16	16
STOMP	HRM	65	100	20	23	23
GUILLOTINE	HRM	-	30	5	27	27
PROTECT	HRM	-	-	10	34	36
CRABHAMMER	WTR	90	85	10	41	49

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#98	#99
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●
13	SNORE	HRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	HRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	HRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	HRM	-	-	10	●	●
21	FRUSTRATION	HRM	-	100	20	●	●
27	RETURN	HRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●
34	SWAGGER	HRM	-	90	15	●	●
35	SLEEP TALK	HRM	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	HRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	HRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	HRM	80	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

# #213 SHUCKLE

TYPE BUG/ROCK



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
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## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#213
CONstrict	HRM	10	100	35	-
WITHDRAW	WTR	-	40	-	-
WRAP	HRM	15	85	20	9
INCORE	HRM	-	100	5	14
SAFEGUARD	HRM	-	-	25	23
BIDE	HRM	-	100	10	28
REST	PSY	-	10	37	-

## TM & HM ABILITIES

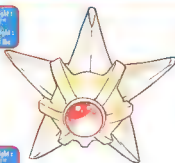
#	ATTACK	TYPE	BA	AC	PP	#213
02	HEADBUTT	HRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	HRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	HRM	40	100	15	●
17	PROTECT	HRM	-	-	10	●
20	ENDURE	HRM	-	-	10	●
21	FRUSTRATION	HRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	HRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	HRM	-	-	15	●
34	SWAGGER	HRM	-	90	15	●
35	SLEEP TALK	HRM	-	-	10	●
36	SLUDGE BOMB	PSN	90	100	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	HRM	-	-	40	●
44	REST	PSY	-	-	10	●
45	ATTRACT	HRM	-	100	15	●
H4	STRENGTH	HRM	80	100	15	●
H5	FLASH	HRM	-	70	20	●



# #120 STARYU

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #121 STARMIE

TYPE: WATER/PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#120	#121
TACKLE	NRM	35	95	35	-	-
HARDEN	NRM	-	-	30	2	-
WATER GUN	WTR	40	100	25	7	-
RAPID SPIN	NRM	20	100	40	13	-
RECOVER	NRM	-	-	20	19	-
SWIFT	NRM	60	-	20	25	-
BUBBLEBEAM	WTR	65	100	20	31	-
MINIMIZE	NRM	-	-	20	37	-
CONFUSE RAY	GHQ	-	100	10	-	37
LIGHT SCREEN	PSY	-	-	30	43	-
HYDRO PUMP	WTR	120	80	5	50	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#120	#121
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
50	NIGHTMARE	GHQ	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

# #90 SHELLDER

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #91 CLOYSTER

TYPE: WATER/ICE

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#90	#91
TACKLE	NRM	35	95	35	-	-
WITHDRAW	WTR	-	-	40	-	-
SUPERSONIC	NRM	-	55	20	9	-
AURORA BEAM	ICE	65	100	20	17	-
PROTECT	NRM	-	-	10	25	-
LEER	NRM	-	100	30	33	-
CLAMP	WTR	35	75	10	41	-
SPIKE CANNON	NRM	20	100	15	-	41
ICE BEAM	ICE	95	100	10	49	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#90	#91
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

#222

## CORSOLE

TYPE: WATER/ROCK



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#222
TACKLE	NRM	35	95	35	-
HARDEN	NRM	-	-	30	7
BUBBLE	WTR	20	100	30	13
RECOVER	NRM	-	-	20	19
BUBBLEBEAM	WTR	65	00	20	25
SPIKE CANNON	NRM	20	100	15	31
MIRROR COAT	PSY	-	100	20	37
ANCIENT POWER	RCK	60	100	5	43

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#222
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●

#223

## REMORAID

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●



#224

## OCTILLERY

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#223	#224
WATER GUN	WTR	40	100	25	-	-
LOCK-ON	NRM	-	100	5	11	-
CONSTRUCT	NRM	30	100	35	11	-
PSYBEAM	PSY	65	100	20	22	22
AURORA BEAM	ICE	45	100	20	22	22
BUBBLEBEAM	WTR	45	100	20	22	22
OCTAZOOKA	WTR	45	85	10	25	-
FOCUS ENERGY	NRM	-	-	30	33	38
ICE BEAM	ICE	95	100	10	44	54
HYPER BEAM	NRM	150	90	5	55	70

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#223	#224
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DEK	40	100	10	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

# #170 CHINCHOU

TYPE WATER/ELECTRIC

Height: 1'07"  
Weight: 2.6 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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# #171 LANTURN

CHINCHOU LEVEL 27 → LANTURN  
TYPE WATER/ELECTRIC

Height: 1'07"  
Weight: 2.6 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
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ATTACK	DEFENSE
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## LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#170	#171
BUBBLE	WTR	20	100	30	-	-
THUNDER WAVE	ELC	-	100	20	-	-
SUPERSONIC	NRM	-	55	20	5	5
FLAIL	NRM	-	100	15	13	13
WATER GUN	WTR	40	100	25	17	17
SPARK	ELC	65	100	20	25	25
CONFUSE RAY	GHO	-	100	10	29	33
TAKE DOWN	NRM	90	85	20	37	45
HYDRO PUMP	WTR	120	80	5	41	53

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#170	#171
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●



## PROF. ELM'S MEMO

Rare Pokémon



#152 CHIKORITA



#155 CYNDAQUIL



#158 TOTODILE



#250 HO-OH



#249 LUGIA



#133 EEEVEE



#142 AERODACTYL



#143 SNORLAX

#86

## SEEL

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



#87

## DEWGONG

SEEL LEVEL 34 ▶ DEWGONG  
TYPE: WATER/ICE

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#86	#87
HEADBUTT	NRM	70	100	15	-	-
GROWL	NRM	-	100	40	5	5
AURORA BEAM	ICE	65	100	20	16	16
REST	PSY	-	-	10	21	21
TAKE DOWN	NRM	90	85	20	32	32
ICE BEAM	ICE	95	100	10	37	43
SAFEGUARD	NRM	-	-	25	48	60

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#86	#87
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

## PROF. ELM'S MEMO

More Rare Pokémon



#243 RAIKOU



#244 ENTEI



#245 SUICUNE



#175 TOGETI



#236 TYROGUE



#185 SUDOWOODO



#137 PORYGON

# #108 LICKITUNG

TYPE NORMAL

Height  
1'04" (32 cm)  
Weight  
14.5 lbs (6.6 kg)



SPECIAL ATTACK	SPECIAL DEFENSE
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#108
LICK	GHO	20	100	30	-
SUPERSONIC	HRM	-	55	20	7
DEFENSE CURL	HRM	-	-	40	13
STOMP	HRM	45	100	20	19
WRAP	HRM	15	85	20	25
DISABLE	HRM	-	55	20	31
SLAM	HRM	80	75	20	37
SCREECH	HRM	-	85	40	43

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#108
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	HRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	HRM	-	-	10	●
10	HIDDEN POWER	HRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SHORE	HRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	HRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	HRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	HRM	-	-	10	●
21	FRUSTRATION	HRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	HRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	HRM	-	-	25	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	HRM	-	90	15	●
35	SLEEP TALK	HRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
40	DEFENSE CURL	HRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	HRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H1	CUT	HRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	HRM	80	100	15	●

# #114 TANGELA

TYPE GRASS

Height  
1'17" (34 cm)  
Weight  
17 lbs (7.7 kg)



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
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## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#114
CONSTRUCT	HRM	10	100	35	-
SLEEP POWDER	GRS	-	75	15	4
ARSON	GRS	20	100	20	10
POISON POWDER	PSN	-	75	35	13
VINE WHIP	GRS	35	100	15	19
RIND	HRM	15	75	20	25
MEGA DRAIN	GRS	40	100	10	31
STUN SPORE	GRS	-	75	30	34
SLAM	HRM	80	75	20	40
GROWTH	HRM	-	-	40	46

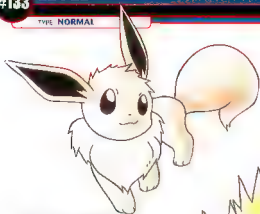
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#114
02	HEADBUTT	HRM	70	100	15	●
03	CURSE	???	-	85	10	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	HRM	-	-	10	●
10	HIDDEN POWER	HRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
12	SWEET SCENT	HRM	-	100	20	●
13	SHORE	HRM	40	100	15	●
15	HYPER BEAM	HRM	150	90	5	●
17	PROTECT	HRM	-	-	10	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	HRM	-	-	10	●
21	FRUSTRATION	HRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
27	RETURN	HRM	-	100	20	●
32	DOUBLE TEAM	HRM	-	-	15	●
34	SWAGGER	HRM	-	90	15	●
35	SLEEP TALK	HRM	-	-	10	●
36	SLUDGE BOMB	PSN	-	-	10	●
44	REST	PSY	-	-	10	●
45	ATTRACT	HRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
H1	CUT	HRM	50	95	30	●
H5	FLASH	HRM	-	70	20	●



## #133 EEEVEE

TYPE NORMAL

Height:  
1'10" / 33 cm  
Weight:  
10.0 lbs / 4.5 kg

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE



## #134 Vaporeon

EVEE Water Stone VAPOREON

TYPE WATER

Height:  
2'2" / 66 cm  
Weight:  
34.0 lbs / 15.4 kg

SPECIAL ATTACK

SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE

## #135 JOLTEON

EVEE Thunder Stone JOLTEON

TYPE ELECTRIC

Height:  
1'7" / 51 cm  
Weight:  
24.0 lbs / 10.9 kg

SPECIAL ATTACK

SPECIAL DEFENSE

ATTACK

DEFENSE

HIT POINTS

SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#133	#134	#135	#136	#196	#197
TACKLE	NRM	35	95	35	-	-	-	-	-	-
TAIL WHIP	NRM	-	100	30	-	-	-	-	-	-
SAND-ATTACK	GRD	-	100	15	8	8	8	8	8	8
GROWL	NRM	-	100	40	16	-	-	-	-	-
WATER GUN	WTR	40	100	25	-	16	-	-	-	-
THUNDERSHOCK	ELC	40	100	30	-	-	16	-	-	-
EMBER	FIR	40	100	25	-	-	-	16	-	-
CONFUSION	PSY	50	100	25	-	-	-	-	16	-
PURSHIT	DRK	40	100	20	-	-	-	-	-	16
QUICK ATTACK	NRM	40	100	30	23	23	23	23	23	23
BITE	DRK	60	100	25	30	30	30	30	-	-
DOUBLE KICK	FTG	30	100	30	-	-	30	-	-	-
SWIFT	NRM	60	-	20	-	-	-	-	30	-
CONFUSE RAY	GHO	-	100	5	-	-	-	-	-	30
FOCUS ENERGY	NRM	-	-	30	36	-	-	-	-	-
AURORA BEAM	ICE	65	100	20	-	36	-	-	-	-
PIN MISSILE	BUG	14	85	20	-	-	36	-	-	-
FIRE SPIN	FIR	15	70	15	-	-	-	36	-	-
PSYBEAM	PSY	65	100	20	-	-	-	-	36	-
FAINT ATTACK	DRK	60	-	20	-	-	-	-	-	36
TAKE DOWN	NRM	90	85	20	42	-	-	-	-	-
HAZE	ICE	-	-	30	-	42	-	-	-	-
THUNDER WAVE	ELC	-	100	20	-	-	42	-	-	-
SNOW	PSN	20	70	20	-	-	-	42	-	-
PSYCH UP	NRM	-	-	10	-	-	-	-	42	-
MEAN LOOK	NRM	-	100	5	-	-	-	-	-	42
ACID ARMOR	PSN	-	-	40	-	47	-	-	-	-
AGILITY	PSY	-	-	30	-	-	47	-	-	-
LEER	NRM	-	100	30	-	-	-	47	-	-
PSYCHIC	PSY	90	100	10	-	-	-	-	47	-
SCREECH	NRM	-	85	40	-	-	-	-	-	47
HYDRO PUMP	WTR	120	80	5	-	52	-	-	-	-
THUNDER	ELC	120	70	10	-	-	52	-	-	-
FLAMETHROWER	FIR	95	100	15	-	-	-	52	-	-
MORNING SUN	NRM	-	-	5	-	-	-	-	52	-
MOON LIGHT	NRM	-	-	5	-	-	-	-	-	52

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#133	#134	#135	#136	#196	#197
02	HEADBUTT	NRM	70	100	15	●	●	●	●	●	●
03	CURSE	???	-	-	30	●	●	●	●	●	●
05	ROAR	NRM	-	100	20	●	●	●	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●	●	●	●
13	SNORE	NRM	40	100	15	●	●	●	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●	●	●	●
20	ENDURE	NRM	-	100	20	●	●	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●	●	●	●
27	RETURN	NRM	-	100	20	●	●	●	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●	●	●
35	SWAGGER	NRM	-	90	15	●	●	●	●	●	●
36	SLEEP TALK	NRM	-	-	10	●	●	●	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●	●	●	●
47	DREAM EATER	PSY	-	-	10	●	●	●	●	●	●
43	DETECT	FTG	-	-	5	●	●	●	●	●	●
44	REST	PSY	-	-	10	●	●	●	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●	●	●	●
H1	CUT	NRM	50	95	30	●	●	●	●	●	●
H3	SURF	WTR	95	100	15	●	●	●	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●	●	●	●

#136 FLAREON  
EVEVE Fire Stone → FLAREON  
TYPE: FIRE

SPECIAL ATTACK	SPECIAL DEFENSE
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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#196 ESPEON  
EVEVE Friendship → ESPEON  
TYPE: PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
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#197 UMBREON  
EVEVE Friendship → UMBREON  
TYPE: DARK

SPECIAL ATTACK	SPECIAL DEFENSE
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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PROF. ELM'S MEMO

Powerful Items

NO. 155 437 8
BAYLEEF
/BAYLEEF
40 0 0
ITEM MIRACLE SEED
MOVE CUT
PP 30/30
POISON POWDER
PP 30/30
RAZOR LEAF
PP 30/30
SYNTHESIS
PP 30/30

Attack-Enhancing Items

- PINK BOW
- POLKADOT BOW
- BLACK BELT
- POISON BARB
- SOFT SAND
- SHARP BEAK
- SILVER POWDER
- HARD STONE
- SPELL TAG
- METAL COAT
- CHARCOAL
- MYSTIC WATER
- MAGNET
- MIRACLE SEED
- NEVERMELT ICE
- TWISTED SPOON
- DRAGON FANG
- BLACK GLASSES

Ability-Enhancing or Specific Items

- BERSERK GENE
- BRIGHT POWDER
- SCOPE LENS
- THICK CLUB
- METAL POWDER
- LIGHT BALL
- STICK
- LUCKY PUNCH

# #116 HORSEA

TYPE WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #230 KINGDRA

SEADRA TRADE+Dragon Scale ▶ KINGDRA  
TYPE WATER/DRAGON

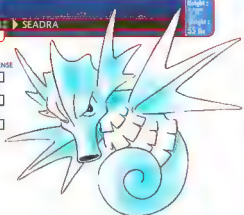
SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #117 SEADRA

HORSEA LEVEL 1 ▶ SEADRA  
TYPE WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#116	#117	#230
BUBBLE	WTR	20	100	30	-	-	-
SMOGSCREEN	HRM	-	100	20	8	8	8
LEER	HRM	-	100	30	15	15	15
WATER GUN	WTR	40	100	25	22	22	22
TWISTER	DRG	40	100	20	29	29	29
AGILITY	PSY	-	-	30	36	40	40
HYDRO PUMP	WTR	120	80	5	43	51	51

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#116	#117	#230
02	HEADBUTT	HRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSH	-	85	10	●	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●	●
13	SNORE	HRM	60	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	HRM	150	90	5	●	●	●
16	ICE WIND	ICE	55	95	15	●	●	●
17	PROTECT	HRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	HRM	-	-	10	●	●	●
21	FRUSTRATION	HRM	-	100	20	●	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●	●
27	RETURN	HRM	-	100	20	●	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●	●
34	SWAGGER	HRM	-	90	15	●	●	●
35	SLEEP TALK	HRM	-	-	10	●	●	●
39	SWIFT	HRM	60	-	20	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	HRM	-	100	15	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●



## PROF. ELM'S MEMO

### Unusual Items

### Specialty Items

CLEANSE TAG

QUICK CLAW

KING'S ROCK

LEFTOVERS

FOCUS BAND

LUCKY EGG

EXP. SHARE

AMULET COIN





## #220 SWINUB

TYPE ICE/GROUND

SPECIAL ATTACK SPECIAL DEFENSE

HP	POINTS	SPD
ATTACK	DEFENSE	



## #221 PILOSWINE

SWINUB LEVEL 33 PILOSWINE  
TYPE ICE/GROUND

SPECIAL ATTACK SPECIAL DEFENSE

HP	POINTS	SPD
ATTACK	DEFENSE	



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#220	#221
TACKLE	NRM	35	95	35	-	-
HORN ATTACK	NRM	65	100	25	-	-
POWDER SNOW	ICE	40	100	25	10	10
ENDURE	NRM	-	-	10	19	19
TAKE DOWN	NRM	90	85	20	28	28
FURY ATTACK	NRM	15	85	20	-	33
SLASH	ICE	-	-	30	37	42
BLIZZARD	ICE	120	70	5	46	56

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#220	#221
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SHORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
84	STRENGTH	NRM	80	100	15	●	●

## #216 TEDDIURSA

TYPE NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

HP	POINTS	SPD
ATTACK	DEFENSE	



## #217 URSARING

TYPE NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

HP	POINTS	SPD
ATTACK	DEFENSE	



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#216	#217
SCRATCH	NRM	40	100	35	-	-
LEER	NRM	-	100	30	-	-
LICK	GRD	20	100	8	8	8
FURY SWIPES	NRM	18	80	15	15	15
FAINT ATTACK	DRK	60	-	20	22	22
REST	PSY	-	-	10	29	29
SLASH	NRM	70	100	20	36	39
SHORE	NRM	40	100	15	43	49
THRASH	NRM	90	100	20	50	59

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#216	#217
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SHORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
81	CUT	NRM	50	95	30	●	●
84	STRENGTH	NRM	80	100	15	●	●



# #231 PHANPY

TYPE: GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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# #232 DONPHAN

PHANPY LEVEL 25  
TYPE: GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
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HIT POINTS	SPEED
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ATTACK	DEFENSE
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## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#231	#232
TACKLE	NRM	35	95	35	-	-
HORN ATTACK	NRM	65	100	25	-	-
GROWL	NRM	-	100	40	-	-
DEFENSE CURL	NRM	-	40	9	9	9
FLAIL	NRM	-	100	15	17	17
TAKE DOWN	NRM	90	85	20	25	25
FURY ATTACK	NRM	15	85	20	25	25
ROLLOUT	RCK	30	90	20	33	33
ENDURE	NRM	-	10	41	-	-
RAPID SPIN	NRM	20	100	40	-	41
DOUBLE-EDGE	NRM	120	100	15	49	49
EARTHQUAKE	GRD	100	100	10	-	49

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#231	#232
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	40	9	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

# #226 MANTINE

TYPE: WATER/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
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## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#226
TACKLE	NRM	35	95	35	-
BUBBLE	WTR	20	100	30	-
SUPERSONIC	NRM	-	55	20	10
BUBBLEBEAM	WTR	65	100	20	18
TAKE DOWN	NRM	90	85	20	25
AGILITY	PSY	-	-	30	32
WING ATTACK	FLY	60	100	35	40
CONFUSE RAY	GRD	-	100	10	49

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#226
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	20	100	10	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

# #227 SKARMORY

TYPE STEEL/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#227
LEER	NRM	-	100	30	-
PECK	FLY	35	100	35	-
SAND-ATTACK	GRD	-	100	15	13
SWIFT	NRM	60	-	20	19
AGILITY	PSY	-	-	30	25
FURY ATTACK	NRM	15	85	20	37
STEEL WING	STL	70	90	25	49

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#227
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DEFECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
H1	CUT	NRM	50	95	30	●
H2	FLY	FLY	70	95	15	●

# #84 DODUO

TYPE NORMAL/FLYING



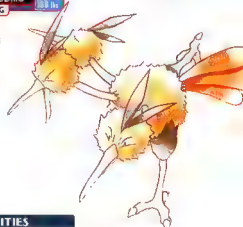
SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●

# #85 DODRIO

DODUO (LEVEL 31) DODRIO

TYPE NORMAL/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#84	#85
PECK	FLY	35	100	35	-	-
GROWL	NRM	-	100	40	-	-
PURSUIT	DRK	40	100	20	9	9
FURY ATTACK	NRM	15	85	20	13	13
TRI ATTACK	NRM	80	100	10	21	21
RAGE	NRM	20	100	20	25	25
DRILL PECK	FLY	80	100	20	33	38
AGILITY	PSY	-	-	30	37	47

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#84	#85
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
H2	FLY	FLY	70	95	15	●	●

# #77 PONYTA

TYPE FIRE

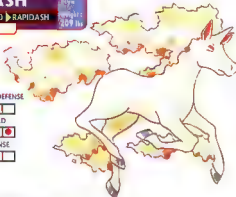
SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #78 RAPIDASH

PONYTA LEVEL 40 ▶ RAPIDASH  
TYPE FIRE

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#77	#78
TACKLE	NRM	35	95	35	-	-
GROWL	NRM	-	100	40	4	4
TAIL WHIP	NRM	-	100	30	8	8
EMBER	FIR	40	100	25	13	13
STOMP	NRM	65	100	20	19	19
FIRE SPIN	FIR	15	70	15	26	26
TAKE DOWN	NRM	90	85	20	34	34
FURY ATTACK	NRM	15	85	20	40	40
AGILITY	PSY	-	-	30	43	47
FIRE BLAST	FIR	120	85	5	53	61

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#77	#78
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SHORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	STRENGTH	NRM	80	100	15	●	●

# #104 CUBONE

TYPE GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #105 MAROWAK

CUBONE LEVEL 28 ▶ MAROWAK  
TYPE GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#104	#105
GROWL	NRM	-	100	40	-	-
TAIL WHIP	NRM	-	100	30	5	5
BONE CLUB	GRD	65	85	20	9	9
HEADBUTT	NRM	70	100	15	13	13
LEER	NRM	-	100	30	17	17
FOCUS ENERGY	NRM	-	-	30	21	21
BONEMERANG	GRD	50	90	10	25	25
RAGE	NRM	20	100	20	29	32
FALSE SWIPE	NRM	40	100	40	33	39
THRASH	NRM	90	100	20	37	46
BONE RUSH	GRD	25	80	10	41	53

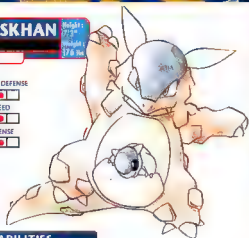
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#104	#105
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SHORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	10	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	STRENGTH	NRM	80	100	15	●	●

# #115 KANGASKHAN

TYPE: NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#115
COMET PUNCH	HRM	10	85	15	-
LEER	HRM	-	100	30	7
BITE	DRK	60	100	25	13
TAIL WHIP	HRM	-	100	30	19
MEGA PUNCH	HRM	80	85	20	25
RAGE	HRM	20	100	20	31
ENDURE	HRM	-	-	10	37
DIZZY PUNCH	HRM	70	100	10	43
REVERSAL	FTG	-	100	15	49

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#115
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	HRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	HRM	-	100	20	●
06	TOXIC	PSN	-	85	30	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	HRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	HRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	HRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	HRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	HRM	-	-	10	●
21	FRUSTRATION	HRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	HRM	-	100	20	●
30	SHADOW BALL	GRD	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	HRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	HRM	-	90	15	●
35	SLEEP TALK	HRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	HRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
49	FURY CUTTER	BUG	10	95	20	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	HRM	80	100	15	●

# #111 RHYHORN

TYPE: GROUND/ROCK

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #112 RHYDON

RHYHORN LEVEL 42 → RHYDON

TYPE: GROUND/ROCK

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#111	#112
HORN ATTACK	HRM	65	100	25	-	-
TAIL WHIP	HRM	-	100	30	-	-
STOMP	HRM	65	100	20	13	13
PURY ATTACK	HRM	15	85	20	19	19
SCARY FACE	HRM	-	90	10	31	31
HORN DRILL	HRM	-	30	5	37	37
TAKE DOWN	HRM	90	85	20	49	54
EARTHQUAKE	GRD	100	100	10	55	65

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#111	#112
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	HRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	HRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	HRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	HRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	HRM	-	-	10	●	●
20	ENDURE	HRM	-	-	10	●	●
21	FRUSTRATION	HRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	HRM	-	100	20	●	●
28	DIG	GRD	60	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●
34	SWAGGER	HRM	-	90	15	●	●
35	SLEEP TALK	HRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	HRM	-	100	15	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	HRM	80	100	15	●	●

# #198 MURKROW

TYPE DARK/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
●●●	●●	●●●	●●	●●●	●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	SA	AC	PP	#198
PECK	FLY	35	100	35	-
PURSUIT	DRK	40	100	20	31
HAZE	ICE	-	-	30	16
NIGHT SHADE	GHO	-	100	15	26
FAINT ATTACK	DRK	60	-	20	31
MEAN LOOK	HRM	-	100	5	41

## TM & HM ABILITIES

#	ATTACK	TYPE	SA	AC	PP	#198
03	CURSE	???	-	-	10	●
04	TOXIC	PSN	-	85	10	●
09	PSYCH UP	HRM	-	-	10	●
10	HIDDEN POWER	HRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	HRM	40	100	15	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	HRM	-	-	10	●
20	ENDURE	HRM	-	-	10	●
21	FRUSTRATION	HRM	-	100	20	●
27	RETURN	HRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	HRM	-	-	15	●
34	SWAGGER	HRM	-	90	15	●
35	SLEEP TALK	HRM	-	-	10	●
39	SWIFT	HRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	HRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●

# #220 HOUNDOUR

TYPE DARK/FIRE



SPECIAL ATTACK	SPECIAL DEFENSE	HIT POINTS	SPEED	ATTACK	DEFENSE
●●●	●●	●●●	●●●	●●●	●●

# #229 HOUNDOOM

TYPE DARK/FIRE



SPECIAL ATTACK	SPECIAL DEFENSE	HIT POINTS	SPEED	ATTACK	DEFENSE
●●●	●●	●●●	●●●	●●●	●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	SA	AC	PP	#228	#229
LEER	HRM	-	100	30	-	-
EMBER	FIR	40	100	25	-	-
ROAR	HRM	-	100	20	7	7
SMOG	PSN	20	70	20	13	13
BITE	DRK	60	100	25	20	20
FAINT ATTACK	DRK	60	-	20	27	30
FLAMETHROWER	FIR	95	100	15	35	41
CRUNCH	DRK	80	100	15	43	52

## TM & HM ABILITIES

#	ATTACK	TYPE	SA	AC	PP	#228	#229
02	HEADBUTT	HRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	HRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	HRM	40	100	15	●	●
15	HYPER BEAM	HRM	150	90	5	●	●
17	PROTECT	HRM	-	-	10	●	●
20	ENDURE	HRM	-	-	10	●	●
21	FRUSTRATION	HRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	HRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●
34	SWAGGER	HRM	-	90	15	●	●
35	SLEEP TALK	HRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	HRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	HRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H4	STRENGTH	HRM	80	100	15	●	●



## #218 SLUGMA

TYPE FIRE

Nightmare  
100%  
100%  
100%  
100%

SPECIAL ATTACK SPECIAL DEFENSE

HP

SPEED

ATTACK

DEFENSE



## #219 MAGCARGO

TYPE FIRE/ROCK

Nightmare  
100%  
100%  
100%  
100%

SPECIAL ATTACK SPECIAL DEFENSE

HP

SPEED

ATTACK

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#218	#219
SMOG	PSN	20	70	20	-	-
EMBER	FIR	40	100	25	8	8
ROCK THROW	RCK	50	90	15	15	15
HARDEN	NRM	-	-	30	22	22
AMNESIA	PSY	-	-	20	20	20
FLAMETHROWER	FIR	95	100	15	36	36
ROCK SLIDE	RCK	75	90	10	43	43
BODY SLAM	NRM	85	100	15	50	60

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#218	#219
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
44	STRENGTH	NRM	80	100	15	●	●

## #215 SNEASEL

TYPE DARK/ICE

Nightmare  
100%  
100%  
100%  
100%

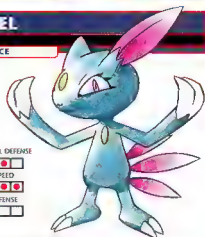
SPECIAL ATTACK SPECIAL DEFENSE

HP

SPEED

ATTACK

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#215
SCRATCH	NRM	40	100	35	-
LEER	NRM	-	100	30	-
QUICK ATTACK	NRM	40	100	30	9
SCREECH	NRM	-	85	40	17
FAINT ATTACK	DRK	60	-	20	23
FURY SWIPES	NRM	10	80	15	33
AGILITY	PSY	-	-	30	41
SLASH	NRM	70	100	20	49
BEAT UP	DRK	10	100	10	57

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#215
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	BEST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
50	NIGHTMARE	GHO	-	100	15	●
51	CUT	NRM	50	95	30	●
53	SURF	WTR	95	100	15	●
54	STRENGTH	NRM	80	100	15	●

# #200 MISDREAVUS

TYPE GHOST

Height: 1'05"  
Weight: 2.9 lbs



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

●●●●● ●●●●● ●●●●● ●●●●● ●●●●● ●●●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#200
GROWL	NRM	-	100	40	●
PSYWAVE	PSY	-	80	15	●
SPITE	GHO	-	100	10	●
CONFUSE RAY	GHO	-	100	10	12
MEAN LOOK	NRM	-	100	5	19
PSYBEAM	PSY	65	100	20	27
PAIN SPLIT	NRM	-	100	20	36
PERISH SONG	NRM	-	-	5	46

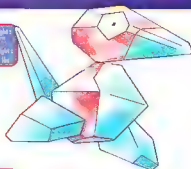
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#200
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
HS	FLASH	NRM	-	70	20	●

# #137 PORYGON

TYPE NORMAL

Height: 1'05"  
Weight: 50 lbs



SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS  
ATTACK DEFENSE

●●●●● ●●●●●  
●●●●● ●●●●●  
●●●●● ●●●●●

# #233 PORYGON2

PORYGON Up-Grade + TRADE PORYGON2

TYPE NORMAL

Height: 1'05"  
Weight: 72 lbs



SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS  
ATTACK DEFENSE

●●●●● ●●●●●  
●●●●● ●●●●●  
●●●●● ●●●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#137	#233
CONVERSION2	NRM	-	100	30	-	-
TACKLE	NRM	35	95	35	-	-
CONVERSION	NRM	-	-	38	-	-
AGILITY	PSY	-	-	30	9	9
PSYBEAM	PSY	65	100	20	12	12
RECOVER	NRM	-	-	20	20	20
SHARPEN	NRM	-	-	30	24	-
DEFENSE CURL	NRM	-	-	40	24	-
LOCK-ON	NRM	-	100	5	32	32
TRI ATTACK	NRM	80	100	10	36	36
ZAP CANNON	ELC	100	50	5	44	44

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#137	#233
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	5	●	●
44	REST	PSY	-	-	10	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
HS	FLASH	NRM	-	70	20	●	●

# #113 CHANSEY

TYPE NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#113	#242
POUND	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	5	4
TAIL WHIP	NRM	-	100	30	9	7
SOFTBOILED	NRM	-	100	10	13	10
DOUBLESLAP	NRM	15	85	10	17	13
MINIMIZE	NRM	-	-	20	23	18
SING	NRM	-	55	15	29	23
EGG BOMB	NRM	100	75	10	35	28
DEFENSE CURL	NRM	-	-	40	41	33
LIGHT SCREEN	PSY	-	-	30	49	40
DOUBLE-EDGE	NRM	120	100	15	57	47

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#113	#242
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	FTG	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	120	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FR	120	85	5	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●

# #242 BLISSEY

CHANSEY Friendship → BLISSEY

TYPE NORMAL

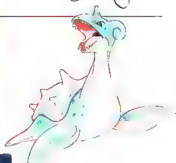
SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #131 LAPRAS

TYPE WATER/ICE

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#131
WATER GUN	WTR	40	100	25	-
GROWL	NRM	-	100	40	-
SING	NRM	-	55	15	-
MIST	ICE	-	-	30	8
BODY SLAM	NRM	85	100	15	15
CONFUSE RAY	GHO	-	100	10	22
PERISH SONG	NRM	-	-	5	29
ICE BEAM	ICE	95	100	10	36
RAIN DANCE	WTR	-	-	5	43
SAFEGUARD	NRM	-	-	25	50
HYDRO PUMP	WTR	120	80	5	57

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#131
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	FTG	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	120	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●

# #138 OMANYTE

TYPE: ROCK/WATER

SPECIAL ATTACK	SPECIAL DEFENSE

# #139 OMASTAR

OMANYTE LEVEL 40 → OMASTAR  
TYPE: ROCK/WATER

SPECIAL ATTACK	SPECIAL DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#138	#139
CONSTRUCT	HRM	30	100	35	-	-
WITHDRAW	WTR	-	-	40	-	-
BITE	DRK	-	-	40	13	13
WATER GUN	WTR	40	100	25	19	19
LEER	HRM	-	100	30	31	31
PROTECT	HRM	-	-	10	37	37
SPIKE CANNON	HRM	20	100	15	-	40
ANCIENT POWER	RCK	60	100	5	49	54
HYDRO PUMP	WTR	120	80	5	55	65

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#138	#139
02	HEADBUTT	HRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●
13	SNORE	HRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	HRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	HRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	HRM	-	-	10	●	●
21	FRUSTRATION	HRM	-	100	20	●	●
27	RETURN	HRM	-	100	20	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●
34	SWAGGER	HRM	-	90	15	●	●
35	SLEEP TALK	HRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	HRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

# #140 KABUTO

TYPE: ROCK/WATER

SPECIAL ATTACK	SPECIAL DEFENSE

# #141 KABUTOPS

KABUTO LEVEL 40 → KABUTOPS  
TYPE: ROCK/WATER

SPECIAL ATTACK	SPECIAL DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#140	#141
SCRATCH	HRM	40	100	35	-	-
HARDEN	HRM	-	-	30	-	-
ABSORB	GRS	20	100	20	10	10
LEER	HRM	-	100	30	19	19
SAND-ATTACK	RCK	-	100	15	28	28
ENDURE	HRM	-	-	10	37	37
SLASH	HRM	70	100	20	-	40
MEGA DRAIN	GRS	40	100	10	46	51
ANCIENT POWER	RCK	60	100	5	55	65

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#140	#141
02	HEADBUTT	HRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	HRM	-	100	15	●	●
13	SNORE	HRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	HRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	HRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	HRM	-	-	10	●	●
21	FRUSTRATION	HRM	-	100	20	●	●
27	RETURN	HRM	-	100	20	●	●
32	DOUBLE TEAM	HRM	-	-	15	●	●
34	SWAGGER	HRM	-	90	15	●	●
35	SLEEP TALK	HRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	HRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	HRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

# #142 AERODACTYL

TYPE: ROCK/FLYING



SPECIAL ATTACK: SPECIAL DEFENSE: ATTACK: DEFENSE: HIT POINTS: SPEED:

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#142
WING ATTACK	FLY	60	100	35	-
AGILITY	PSY	-	-	30	8
BITE	DRK	60	100	25	15
SUPERSONIC	HRM	-	55	20	22
ANCIENT POWER	RCK	60	100	5	29
SCARY FACE	HRM	-	90	10	36
TAKE DOWN	HRM	98	85	20	43
HYPER BEAM	HRM	150	90	5	50

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#142
02	HEADBUTT	HRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	HRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	HRM	-	100	15	●
13	SNORE	HRM	40	100	15	●
15	HYPER BEAM	HRM	150	90	5	●
17	PROTECT	HRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	HRM	-	-	10	●
21	FRUSTRATION	HRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	HRM	-	100	20	●
32	DOUBLE TEAM	HRM	-	-	15	●
34	SWAGGER	HRM	-	90	15	●
35	SLEEP TALK	HRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	HRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	HRM	-	100	15	●
47	STEEL WING	STL	78	90	25	●
W2	FLY	FLY	70	95	15	●

# #143 SNORLAX

TYPE: NORMAL



SPECIAL ATTACK: SPECIAL DEFENSE: SPEED: ATTACK: DEFENSE:

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#143
TACKLE	HRM	35	95	35	-
AMNESIA	PSY	-	-	20	8
DEFENSE CURL	HRM	-	-	40	15
BELLY DRUM	HRM	-	-	10	22
HEADBUTT	HRM	70	100	15	29
SNORE	HRM	40	100	15	36
REST	PSY	-	-	10	36
BODY SLAM	HRM	85	100	15	43
ROLLOUT	RCK	30	90	20	50
HYPER BEAM	HRM	150	90	5	57

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#143
01	DTNAMI PUNCH	FTG	100	50	5	●
02	HEADBUTT	HRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	HRM	-	-	10	●
10	HIDDEN POWER	HRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	HRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	HRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	HRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	HRM	-	-	10	●
21	FRUSTRATION	HRM	-	100	20	●
22	SOLARBEAM	GRS	120	160	10	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	HRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	HRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	HRM	-	90	15	●
35	SLEEP TALK	HRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
40	DEFENSE CURL	HRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	HRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	HRM	80	100	15	●



# #1 BULBASAU

TYPE GRASS/POISON

Height  
1.6 m  
Weight  
69 kg



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
●●●	●●●	●●●	●●●	●●●	●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#1	#2	#3
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	4	4	4
LEECH SEED	GRS	-	90	10	7	7	7
VINE WHIP	GRS	35	100	10	10	10	10
POISONPOWER	PSN	-	75	35	15	15	15
SLEEP POWER	GRS	-	75	15	15	15	15
RAZOR LEAF	GRS	55	95	25	20	22	22
SWEET SCENT	NRM	-	100	20	25	29	29
GROWTH	NRM	-	-	40	32	38	41
SYNTHESIS	GRS	-	-	5	39	47	53
SOLARBEAM	GRS	120	100	10	46	56	65

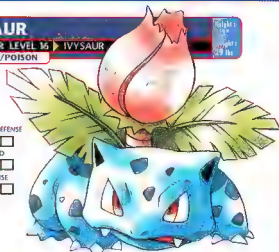
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#1	#2	#3
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUB	10	95	20	●	●	●
HI	CUT	NRM	50	95	30	●	●	●
HS	FLASH	NRM	-	70	20	●	●	●

# #2 IVYSAUR

BULBASAU LEVEL 16 → IVYSAUR  
TYPE GRASS/POISON

Height  
1.6 m  
Weight  
69 kg

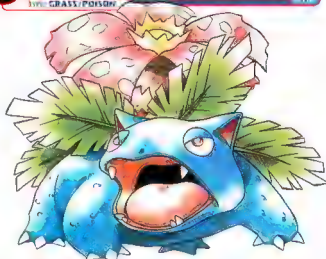


SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE
●●●	●●●	●●●	●●●

# #3 VENUSAU

IVYSAUR LEVEL 32 → VENUSAU  
TYPE GRASS/POISON

Height  
1.7 m  
Weight  
116 kg



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
●●●	●●●	●●●	●●●	●●●	●●●



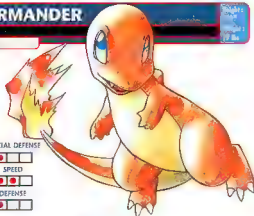
## PROF. ELM'S MEMO

Red, Blue and Yellow Only

BULBASAU	IVYSAUR	VENUSAU
CHARMANDER	CHARMELEON	CHARIZARD
SQUIRTLE	WARTORTLE	BLASTOISE

# #4 CHARMANDER

TYPE: FIRE



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#4	#5	#6
SCRATCH	NRM	40	100	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
EMBER	FIR	40	100	25	7	7	7
SMOKESCREEN	NRM	-	100	20	13	13	13
RAGE	NRM	20	100	20	19	20	20
SCARY FACE	NRM	-	90	10	25	27	27
FLAMETHROWER	FIR	95	100	15	31	34	34
WING ATTACK	FLY	60	100	35	-	-	36
SLASH	NRM	70	100	20	37	41	44
DRAGON RAGE	DRG	-	100	10	43	48	54
FIRE SPIN	FIR	15	70	15	49	55	64

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#4	#5	#6
01	DYNAMICPUNCH	FTG	100	50	5	•	•	•
02	HEADBUTT	NRM	70	100	15	•	•	•
03	CURSE	???	-	-	10	•	•	•
05	ROAR	NRM	-	100	20	•	•	•
06	TOXIC	PSN	-	85	10	•	•	•
08	ROCK SMASH	FTG	20	100	15	•	•	•
10	HIDDEN POWER	NRM	-	100	15	•	•	•
11	SUNNY DAY	FIR	-	-	5	•	•	•
13	SNORE	NRM	40	100	15	•	•	•
15	HYPER BEAM	NRM	150	90	5	•	•	•
17	PROTECT	NRM	-	-	10	•	•	•
20	ENDURE	NRM	-	-	10	•	•	•
21	FRUSTRATION	NRM	-	100	20	•	•	•
23	IRON TAIL	STL	100	75	15	•	•	•
24	DRAGONBREATH	DRG	60	100	20	•	•	•
26	EARTHQUAKE	GRD	100	100	10	•	•	•
27	RETURN	NRM	-	100	20	•	•	•
28	DIG	GRD	60	100	10	•	•	•
31	MUD-SLAP	GRD	20	100	10	•	•	•
32	DOUBLE TEAM	NRM	-	-	15	•	•	•
34	SWAGGER	NRM	-	90	15	•	•	•
35	SLEEP TALK	NRM	-	-	10	•	•	•
37	SANDSTORM	RCK	-	-	10	•	•	•
38	FIRE BLAST	FIR	120	85	5	•	•	•
39	SWIFT	NRM	60	-	20	•	•	•
40	DEFENSE CURL	NRM	-	-	40	•	•	•
48	REST	PSY	-	-	10	•	•	•
43	ATTRACT	NRM	-	100	15	•	•	•
47	STEEL WING	STL	70	90	25	•	•	•
48	FIRE PUNCH	FIR	75	100	15	•	•	•
49	FURY CUTTER	BUG	10	95	20	•	•	•
H1	CUT	NRM	50	95	30	•	•	•
H2	FLY	FLY	70	95	15	•	•	•
H4	STRENGTH	NRM	80	100	15	•	•	•

# #5 CHARMELEON

CHARMELEON LEVEL 16 ▶ CHARMELEON

TYPE: FIRE

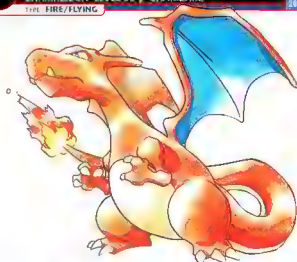


SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #6 CHARIZARD

CHARMELEON LEVEL 36 ▶ CHARIZARD

TYPE: FIRE/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED



## PROF. FLAM'S MEMO

More Unavailable Pokémon

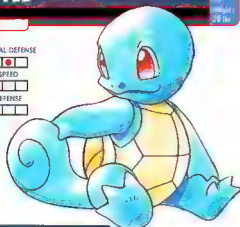
ARTICULO	ZAPDOS	MOLTRES
KABUTO	KABUTOPS	OMANYTE
OMASTAR	MEWTWO	MEW

# #1 SQUIRTLE

TYPE WATER

Height: 1'04"  
Weight: 20 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	SA	AC	PP	#7	#8	#9
TACKLE	NRM	35	95	35	-	-	-
TAIL WHIP	NRM	-	100	30	4	4	4
BUBBLE	WTR	20	100	30	7	7	7
WITHDRAW	WTR	-	-	40	10	10	10
WATER GUN	WTR	40	100	25	13	13	13
BITE	DRK	60	100	25	16	19	19
RAPID SPIN	NRM	20	100	40	23	25	25
PROTECT	NRM	-	-	10	28	31	31
RA N DANCE	WTR	-	-	5	33	37	42
SKULL BASH	NRM	100	100	15	40	45	55
HYDRO PUMP	WTR	120	80	5	47	53	68

## TM & HM ABILITIES

#	ATTACK	TYPE	SA	AC	PP	#7	#8	#9
01	DYNAMICPUNCH	FTG	100	50	5	•	•	•
02	HEADBUTT	NRM	70	100	15	•	•	•
03	CURSE	???	-	-	10	•	•	•
04	ROLLOUT	RCK	30	90	20	•	•	•
05	ROAR	NRM	-	100	20	•	•	•
06	TOXIC	PSN	-	85	10	•	•	•
08	ROCK SMASH	FTG	20	100	15	•	•	•
10	HIDDEN POWER	NRM	-	100	15	•	•	•
13	SNORE	NRM	40	100	15	•	•	•
14	BLIZZARD	ICE	120	70	5	•	•	•
15	HYPER BEAM	NRM	150	90	5	•	•	•
16	ICY WIND	ICE	55	95	15	•	•	•
17	PROTECT	NRM	-	-	40	•	•	•
18	RAIN DANCE	WTR	-	-	5	•	•	•
20	ENDURE	NRM	-	-	10	•	•	•
21	FRUSTRATION	NRM	-	100	20	•	•	•
23	IRON TAIL	STL	100	75	15	•	•	•
26	EARTHQUAKE	GRD	100	100	10	•	•	•
27	RETURN	NRM	-	100	20	•	•	•
28	DIG	GRD	60	100	10	•	•	•
31	MUD-SLAP	GRD	20	100	10	•	•	•
32	DOUBLE TEAM	NRM	-	-	15	•	•	•
33	ICE PUNCH	ICE	75	100	15	•	•	•
34	SWAGGER	NRM	-	90	15	•	•	•
35	SLEEP TALK	NRM	-	-	10	•	•	•
40	DEFENSE CURL	NRM	-	-	40	•	•	•
44	REST	PSY	-	-	10	•	•	•
45	ATTRACT	NRM	-	100	15	•	•	•
H3	SURF	WTR	95	100	15	•	•	•
H4	STRENGTH	NRM	80	100	25	•	•	•
H6	WHIRLPOOL	WTR	15	70	15	•	•	•
H7	WATERFALL	WTR	80	100	15	•	•	•

# #8 WARTORTLE

SQUIRTLE LEVEL 16 ▶ WARTORTLE

TYPE WATER

Height: 1'04"  
Weight: 20 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #9 BLASTOISE

WARTORTLE LEVEL 36 ▶ BLASTOISE

TYPE WATER

Height: 1'04"  
Weight: 20 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED



# #144 ARTICUNO

TYPE ICE/FLYING

Single  
85%  
Weight:  
105.0 kg



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#144
GUST	FLY	40	180	35	-
POWDER SNOW	ICE	40	100	25	-
MIST	ICE	-	30	13	-
AGILITY	PSY	-	30	25	-
MIND READER	NRM	100	5	37	-
ICE BEAM	ICE	95	100	10	49
REFLECT	PSY	-	20	41	-
BLIZZARD	ICE	120	70	5	73

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#144
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	CK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DEFECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
48	FLY	FLY	70	95	15	●

# #145 ZAPDOS

TYPE ELECTRIC/FLYING

Single  
85%  
Weight:  
105.0 kg



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#145
PECK	FLY	35	100	35	-
THUNDERSHOCK	ELC	40	100	30	-
THUNDER WAVE	ELC	-	100	20	13
AGILITY	PSY	-	30	25	-
DEFECT	FTG	-	-	5	37
DRILL PECK	FLY	80	100	20	49
LIGHT SCREEN	PSY	-	-	30	61
THUNDER	ELC	120	70	10	73

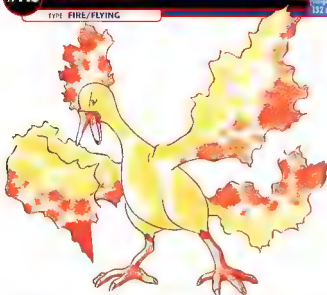
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#145
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	CK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DEFECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
48	FLY	FLY	70	90	25	●
49	FLASH	NRM	-	70	20	●

# #146 MOLTRES

TYPE FIRE/FLYING

Height: 1'7"  
Weight: 132 lbs



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

●●●● ●●●● ●●●● ●●●● ●●●● ●●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#146
WING ATTACK	FLY	60	100	35	-
EMBER	FIR	40	100	25	-
FIRE SPIN	FIR	15	70	15	13
AGILITY	PSY	-	-	30	25
ENDURE	HRM	-	-	10	37
FLAMETHROWER	FIR	95	100	15	49
SAFEGUARD	HRM	-	-	25	61
SKY ATTACK	FLY	140	90	5	73

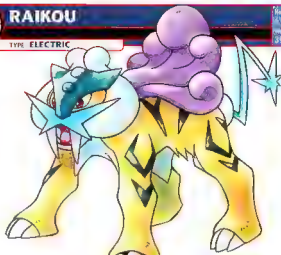
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#146
03	CURSE	???	-	-	10	●
05	ROAR	HRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	HRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	HRM	40	100	15	●
15	HYPER BEAM	HRM	150	90	5	●
17	PROTECT	HRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	HRM	-	-	10	●
21	FRUSTRATION	HRM	-	100	20	●
27	RETURN	HRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	HRM	-	-	15	●
34	SWAGGER	HRM	-	90	15	●
35	SLEEP TALK	HRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	HRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
48	FLY	FLY	70	95	15	●

# #243 RAIKOU

TYPE ELECTRIC

Height: 1'10"  
Weight: 392 lbs



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

●●●● ●●●● ●●●● ●●●● ●●●● ●●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#243
BITE	DRK	60	100	25	-
LEER	HRM	-	100	30	-
THUNDERSHOCK	ELC	40	100	30	11
ROAR	HRM	-	100	20	21
QUICK ATTACK	HRM	40	100	30	31
SPARK	ELC	65	100	20	41
REFLECT	PSY	-	-	20	51
CRUNCH	DRK	80	100	15	61
THUNDER	ELC	120	70	10	71

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#243
02	HEADBUTT	HRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	HRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	HRM	-	-	10	●
10	HIDDEN POWER	HRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	HRM	40	100	15	●
15	HYPER BEAM	HRM	150	90	5	●
17	PROTECT	HRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	HRM	-	-	10	●
21	FRUSTRATION	HRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	HRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	HRM	-	-	15	●
34	SWAGGER	HRM	-	90	15	●
35	SLEEP TALK	HRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	HRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
48	CUT	HRM	50	95	30	●
48	STRENGTH	HRM	80	100	15	●
48	FLASH	HRM	-	70	20	●



# #244 ENTEI

TYPE FIRE

Height: 1'10"  
Weight: 437 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HP	HP
ATTACK	DEFENSE
SP. ATTK.	SP. DEF.



## LEVEL-UP ABILITIES

ATTACK	TYPE	SA	AC	PP	#244
BITE	DRK	60	100	25	-
LEER	NRM	-	100	30	-
EMBER	FIR	40	100	25	11
ROAR	NRM	-	100	20	21
FIRE SPIN	FIR	15	70	15	31
STOMP	NRM	65	100	20	41
FLAMETHROWER	FIR	95	100	15	51
SWAGGER	NRM	-	90	15	61
FIRE BLAST	FIR	120	85	5	71

## TM & HM ABILITIES

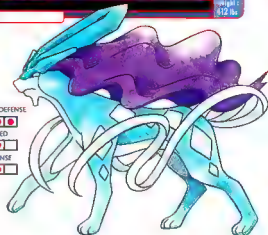
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02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
44	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

# #245 SUICUNE

TYPE WATER

Height: 1'10"  
Weight: 412 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HP	HP
ATTACK	DEFENSE
SP. ATTK.	SP. DEF.



## LEVEL-UP ABILITIES

ATTACK	TYPE	SA	AC	PP	#245
BITE	DRK	60	100	25	-
LEER	NRM	-	100	30	-
WATER GUN	WTR	40	100	25	11
ROAR	NRM	-	100	20	21
GUST	FLY	40	100	35	31
BUBBLEBEAM	WTR	65	100	20	41
MIST	ICE	-	-	30	51
WATER COAT	PSY	100	20	61	-
HYDRO PUMP	WTR	120	80	5	71

## TM & HM ABILITIES

#	ATTACK	TYPE	SA	AC	PP	#245
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
H1	CUT	NRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

# #147 DRATINI

TYPE: DRAGON

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#147	#148	#149
WRAP	NRM	15	85	20	-	-	-
LEER	NRM	-	100	30	-	-	-
THUNDER WAVE	ELC	-	100	20	8	8	8
TWISTER	DRG	40	100	20	15	15	15
DRAGON RAGE	DRG	-	100	10	22	22	22
SLAM	NRM	80	75	20	29	29	29
AGILITY	PSY	-	-	30	36	38	38
SAFEGUARD	NRM	-	-	25	43	47	47
WING ATTACK	FLY	60	100	35	-	-	55
OUTRAGE	DRG	90	100	15	50	54	61
HYPER BEAM	NRM	150	90	5	57	65	75

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#147	#148	#149
01	DYNAMICPUNCH	FTG	100	50	5	•	•	•
02	HEADBUTT	NRM	70	100	15	•	•	•
03	CURSE	???	-	-	10	•	•	•
06	TOXIC	PSN	-	85	10	•	•	•
07	ZAP CANNON	ELC	100	50	5	•	•	•
08	ROCK SMASH	FTG	20	100	15	•	•	•
10	HIDDEN POWER	NRM	-	100	15	•	•	•
13	SHORE	NRM	40	100	15	•	•	•
14	BUZZARD	ICE	120	70	5	•	•	•
15	HYPER BEAM	NRM	150	90	5	•	•	•
16	ICY WIND	ICE	55	95	15	•	•	•
17	PROTECT	NRM	-	-	10	•	•	•
18	RAIN DANCE	WTR	-	-	5	•	•	•
20	ENDURE	NRM	-	-	10	•	•	•
21	FRUSTRATION	NRM	-	100	20	•	•	•
23	IRON TAIL	STL	100	75	15	•	•	•
24	DRAGONBREATH	DRG	60	100	20	•	•	•
25	THUNDER	ELC	120	70	10	•	•	•
27	RETURN	NRM	-	100	20	•	•	•
31	MUD-SLAP	GRD	20	100	10	•	•	•
32	DOUBLE TEAM	NRM	-	-	15	•	•	•
33	ICE PUNCH	ICE	75	100	15	•	•	•
34	SWAGGER	NRM	-	90	15	•	•	•
35	SLEEP TALK	NRM	-	-	10	•	•	•
37	SANDSTORM	RCK	-	-	10	•	•	•
38	FIRE BLAST	FIR	120	85	5	•	•	•
39	SWIFT	NRM	60	-	20	•	•	•
41	THUNDERPUNCH	ELC	75	100	15	•	•	•
43	DETECT	FTG	-	-	5	•	•	•
44	REST	PSY	-	-	10	•	•	•
45	ATTRACT	NRM	-	100	15	•	•	•
47	STEEL WING	STL	70	90	25	•	•	•
48	FIRE PUNCH	FIR	75	100	15	•	•	•
49	FURY CUTTER	BUG	10	95	20	•	•	•
82	FLY	FLY	70	95	15	•	•	•
83	SURF	WTR	95	100	15	•	•	•
84	STRENGTH	NRM	80	100	15	•	•	•
116	WHIRLPOOL	WTR	15	70	15	•	•	•
117	WATERFALL	WTR	80	100	15	•	•	•

# #148 DRAGONAIR

DRATINI LEVEL 30 ▶ DRAGONAIR

TYPE: DRAGON

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



# #149 DRAGONITE

DRAGONAIR LEVEL 55 ▶ DRAGONITE

TYPE: DRAGON/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## PROF. ELM'S MEMO

Unavailable in Gold

Transfer from Red, Blue, Silver



#37 VULPIX

#38 NINETALES

#52 MEOWTH

#53 PERSIAN

Transfer from Silver



#231 PHAMPY

#232 DONPHAN

#227 SKARMORY



#165 LEDYBA

#166 LEDIAN

#225 DELIBIRD

# #246 LARVITAR

TYPE: ROCK/GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#246	#247	#248
BITE	DRK	60	100	25			
LEER	NRM	-	100	30			
SANDSTORM	RCK	-	-	10	8	8	8
SCREECH	NRM	-	85	40	15	15	15
ROCK SLIDE	RCK	75	90	10	22	22	22
THRASH	NRM	90	100	20	29	29	29
SCARY FACE	NRM	-	90	10	36	38	38
CRUNCH	DRK	60	100	15	43	47	47
EARTHQUAKE	GRD	100	100	10	50	56	61
HYPER BEAM	NRM	150	90	5	57	65	75

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#246	#247	#248
01	DYNAMICPUNCH	FTG	100	30	5			
02	HEADBUTT	NRM	70	100	15			
03	CURSE	???	-	-	10			
05	POAR	NRM	-	100	20			
06	TOXIC	PSN	-	85	10			
08	ROCK SMASH	FTG	20	100	15			
10	HIDDEN POWER	NRM	-	100	35			
11	SUNNY DAY	FIR	-	-	5			
13	SHORE	NRM	40	100	15			
15	HYPER BEAM	NRM	150	90	5			
17	PROTECT	NRM	-	-	10			
18	BALINDANCE	WTR	-	-	5			
20	ENDURE	NRM	-	-	10			
21	FRUSTRATION	NRM	-	100	20			
23	IRONTAIL	STL	100	75	15			
24	DRAGONBREATH	DRG	60	100	20			
26	EARTHQUAKE	GRD	100	100	10			
27	RETURN	NRM	-	100	20			
28	DIG	GRD	60	100	10			
31	MUD-SLAP	GRD	20	100	10			
32	DOUBLE TEAM	NEM	-	-	15			
34	SWAGGER	NRM	-	90	15			
35	SLEEP TALK	NRM	-	-	10			
37	SANDSTORM	RCK	-	-	10			
38	FIRE BLAST	FIR	120	85	5			
43	DETECT	FTG	-	-	5			
44	REST	PSY	-	-	10			
45	ATTRACT	NRM	-	100	15			
48	FIRE PUNCH	FIR	75	100	15			
49	FURY CUTTER	BUG	10	95	20			
50	NIGHTMARE	GHO	-	100	15			
H1	CUT	NRM	50	95	30			
H3	SURF	WTR	95	100	15			
H4	STRENGTH	NRM	80	100	15			

# #247 PUPITAR

LARVITAR LEVEL 30 PUPITAR

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #248 TYRANITAR

PUPITAR LEVEL 55 TYRANITAR

TYPE: ROCK/DARK



## POKE-FLM'S MEMO

Unavailable in Silver

Transfer from Red, Blue, Gold



#56 MANKEY #57 PRIMEAPE #58 GROWLITHE #59 ARCANINE

Transfer from Gold



#216 TEDDIURSA #217 URSARING #207 GLIGAR



#167 SPINARAK #168 ARIADOS #226 MANTINE

# #249 LUGIA

TYPE: PSYCHIC/FLYING

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS

SPEED

ATTACK

DEFENSE



Height: 13'11"  
Weight: 476 lbs

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#249
AERObLAST	FLY	100	95	5	-
SAFEGUARD	NRM	-	-	25	11
GUST	FLY	40	100	35	22
RECOVER	NRM	-	-	20	33
HYDRO PUMP	WTR	120	85	5	44
RAIN DANCE	WTR	-	-	5	55
SWIFT	NRM	60	-	20	66
WHIRLWIND	NRM	-	100	20	77
ANCIENT POWER	RCK	60	100	5	88
FUTURE SIGHT	PSY	80	90	15	99

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#249
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●
H3	SURE	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

# #250 HO-OH

TYPE: FIRE/FLYING

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS

SPEED

ATTACK

DEFENSE



Height: 1'10"  
Weight: 439 lbs

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#250
SACRED FIRE	FIR	100	95	5	-
SAFEGUARD	NRM	-	-	25	11
GUST	FLY	40	100	35	22
RECOVER	NRM	-	-	20	33
FIRE BLAST	FIR	120	85	5	44
SUNNY DAY	FIR	-	-	5	55
SWIFT	NRM	60	-	20	66
WHIRLWIND	NRM	-	100	20	77
ANCIENT POWER	RCK	60	100	5	88
FUTURE SIGHT	PSY	80	90	15	99

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#250
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

# #150 MEWTWO

TYPE PSYCHIC

SPECIAL ATTACK SPECIAL DEFENSE

HP POWERS

SPEED

ATTACK

DEFENSE

HP POWERS

SPEED

ATTACK

DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#150
CONFUSION	PSY	50	100	25	-
DISABLE	NRM	-	55	20	-
BARRIER	PSY	-	-	30	11
SWIFT	NRM	60	-	20	22
PSYCH UP	NRM	-	-	10	33
FUTURE SIGHT	PSY	80	90	15	44
MIST	ICE	-	-	30	55
PSYCHIC	PSY	90	100	10	66
AMNESIA	PSY	-	-	20	77
RECOVER	NRM	-	-	20	88
SAFEGUARD	NRM	-	-	25	99

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#150
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
43	DEFECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
48	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
84	STRENGTH	NRM	80	100	15	●
85	FLASH	NRM	-	70	20	●

# #151 MEW

TYPE PSYCHIC

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#151
POUND	NRM	40	100	35	-
TRANSFORM	NRM	-	-	10	10
MEGA PUNCH	NRM	80	85	20	20
METRONOME	NRM	-	-	10	30
PSYCHIC	PSY	90	100	10	40
ANCIENT POWER	RCK	60	100	5	50

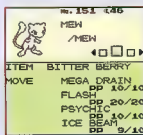
## TM & HM ABILITIES

ALL



## PROF. ELM'S MEMO

Have You Seen Mew?



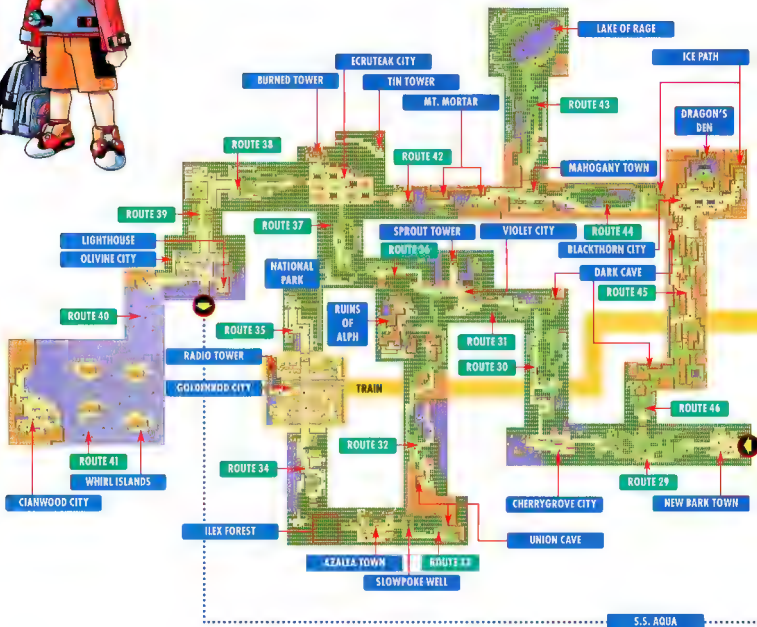


# Elm's Archives



# World Map

Pokémon Gold and Silver begin in Johto. After you defeat the Elite Four, you'll make your way through Kanto, where Red, Blue and Yellow took place. The two lands are connected to each other physically, and it's easiest to travel between them by way of the train.



**JOHTO**

# Reading the Locator

The Pokémon Locators on the following pages present an exhaustive reference for catching all the wild Pokémon in Gold and Silver. The information about where to catch

each Pokémon is presented twice—once by area name and once by the name of the Pokémon. Colors, icons and abbreviations are used in the Pokémon Locator, so study the keys.

## BY AREA

### POKÉMON ID & NAME

### GOLD OR SILVER / MORNING, DAY, NIGHT

Pokémon location and frequency are different in Gold and Silver. A Pokémon's frequency can also vary at different times of day.

### AREA NAME

### New Bark Town

### AREA MAP



Pokémon ID & Name	GOLD						SILVER					
	DAY	NIGHT	DAY	NIGHT	DAY	NIGHT	DAY	NIGHT	DAY	NIGHT	DAY	NIGHT
#72 TENTACOO	MANY	0	0	0	MANY	0	0	0	MANY	0	0	0
#73 TENTACU	MANY	0	0	0	MANY	0	0	0	MANY	0	0	0
#74 PHELEOP	NONE	0	0	0	NONE	0	0	0	NONE	0	0	0
#75 BLISSARD	NONE	0	0	0	NONE	0	0	0	NONE	0	0	0
#76 CHINGU	NONE	0	0	0	NONE	0	0	0	NONE	0	0	0
#77 KANTJEN	NONE	0	0	0	NONE	0	0	0	NONE	0	0	0
#83 CHEROITA												
#85 CHEROITA												
#86 TOTODILE												

First, the presents you use of the three Pokémon.

### SURF OR FISHING ROD

Pokémon color-coded blue are caught either by Surfing or by using one of the three fishing rods.

### Route 29



Pokémon ID & Name	GOLD						SILVER					
	DAY	NIGHT	DAY	NIGHT	DAY	NIGHT	DAY	NIGHT	DAY	NIGHT	DAY	NIGHT
#80 POGGET	MANY	MANY	NONE	MANY	MANY	MANY	NONE	MANY	MANY	NONE	MANY	MANY
#81 BASTATA	FEW	FEW	MANY	FEW	MANY	FEW	MANY	FEW	MANY	FEW	MANY	FEW
#82 LINTREST	MANY	MANY	NONE	MANY	MANY	MANY	NONE	MANY	MANY	NONE	MANY	MANY
#83 BOUTHOD	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE

### EVENT

Pokémon that are not caught in battle are color-coded pink. You can catch the Pokémon during an event, by trading for them, by winning in a Game Corner or receiving them as gifts or some other special circumstance.

### WILD

Pokémon color-coded green are found in the tall grass, inside a cave or inside a structure. They will attack you as you're walking in those areas. Pokémon may change from Few to Many after you receive a phone call from specific Trainers.

### OLD ROD

### GOOD ROD

### SUPER ROD

### AREA INDEX

AREA	PAGE	AREA	PAGE	AREA	PAGE	AREA	PAGE	AREA	PAGE
JOHTO		BLACKTHORN CITY	108	TIN TOWER	102	ROUTE 14	116	FUCHSIA CITY	115
ROUTE 29	96	BURNED TOWER	102	UNION CAVE	98	ROUTE 15	116	MT. MOON	117
ROUTE 30	96	CHERRY GROVE CITY	96	VIOLET CITY	97	ROUTE 16	115	MT. SILVER	120
ROUTE 31	97	CELANO CITY	105	WHIRL ISLANDS	104	ROUTE 17	115	PALLET TOWN	118
ROUTE 32	97	DARK CAVE	109			ROUTE 18	115	PEWTER CITY	117
ROUTE 33	99	DRAGON'S DEN	108	KANTO		ROUTE 19	119	ROCK TUNNEL	112
ROUTE 34	100	ECRUITE CITY	102	ROUTE 1	118	ROUTE 20	119	TONJO FALLS	110
ROUTE 35	101	GOLDENROD CITY	100	ROUTE 2	117	ROUTE 21	119	VERMILION CITY	111
ROUTE 36	101	ICE PATH	107	ROUTE 3	117	ROUTE 22	120	VICTORY ROAD	111
ROUTE 37	101	ILEX FOREST	100	ROUTE 4	118	ROUTE 23	100	VERIDIAN CITY	118
ROUTE 38	102	LAKE OF RAGE	107	ROUTE 5	114	ROUTE 24	113		
ROUTE 39	103	MT. MORTAR	105	ROUTE 6	111	ROUTE 25	114		
ROUTE 40	103	NATIONAL PARK	101	ROUTE 7	114	ROUTE 26	110		
ROUTE 41	103	NEW BARK TOWN	96	ROUTE 8	112	ROUTE 27	110		
ROUTE 42	105	OLIVINE CITY	103	ROUTE 9	112	ROUTE 28	120		
ROUTE 43	107	ROCKET HIDEOUT	106	ROUTE 10	112	CELADON CITY	114		
ROUTE 44	107	RUINS OF ALPH	98	ROUTE 11	116	CERULEAN CITY	113		
ROUTE 45	108	SLOWPOKE WELL	99	ROUTE 12	115	CINNABAR ISLAND	119		
ROUTE 46	109	SPROUT TOWER	97	ROUTE 13	116	DIGLET'S CAVE	111		

# BY NAME

## ICON CHART

### AREA

Each area the Pokémon appears in is listed in the Area column.

### LEVEL

The level or level ranges you can expect to find the Pokémon to fall in are listed in the Level column.

### MANY, FTW, NONE

The Pokémon's frequency within an area at a given time in each Pok is represented by M for Many, F for Few, N for None and R if you need to use a rod to catch it there. Each rod catches a set level of Pokémon.

M	MANY
F	FEW
N	NONE
R	USE ROD

LEV. 10	OLD ROD
LEV. 20	GOOD ROD
LEV. 40	SUPER ROD

EVENT	Event-related Pokémon
TRAP	Attacks inside a trap
PRIZE	Available as a prize in one of the Game Corners
HB	HEADBUTT
RS	ROCK SMASH
TRADE	In-game Pokémon trade

### ICON

### GOLD OR SILVER MORNING, DAY, NIGHT

AREA	LEVEL	GOLD	SILVER
4222 DONPHAN	S	TUE. GROUND	PRIZE
ROUTE 18	40	M	M
MT. SILVER (ENTRANCE)	41	M	M
MT. SILVER (F)	47	M	M
MT. SILVER (T) (SMALL ROOM)	47	M	M
MT. SILVER (T) (BUSH)	49	M	M
MT. SILVER	42	M	M
VICTORY ROAD	33	M	M

4223 DRAGONAIR	TUE. DRAGON	PRIZE
ROUTE 49	10	F
DRAGON'S DEN	10	F

4240 DRAGONITE	TUE. DRAGON/FLYING	PRIZE
POLY FROM DRAGONAIR (LEV. 55)		

4241 DRATINI	TUE. DRAGON	PRIZE
ROUTE 14	10	F
GOLDENROD CITY (GAME CORNER)	10	PRIZE
DRAGON'S DEN	10	F
DRAGON'S DEN	10	F

4242 DROWZEE	TUE. PSYCHIC	PRIZE
ROUTE 11	14	M
ROUTE 34	18	M
ROUTE 35	18	M

4243 DUGTRIO	TUE. GROUND	PRIZE
DRAGNET'S CAVE	24	M
4244 DUNSPARCE	TUE. NORMAL	PRIZE
DAK CAVE (BLACKHORN CITY SIDE)	2-4	M
DAK CAVE (BLACKHORN CITY SIDE)	1	M

4245 Eevee	TUE. NORMAL	PRIZE
GOLDENROD CITY	10	PRIZE
CLIFFORD CITY (GAME CORNER)	10	PRIZE

4246 EKANS	TUE. POISON	PRIZE
ROUTE 3	5	M
ROUTE 4	5	M
ROUTE 22	5	M
ROUTE 32	7	M
GOLDENROD CITY (GAME CORNER)	10	PRIZE

4247 ELECTABUZZ	TUE. ELECTRIC	PRIZE
ROUTE 10	15	F
ROUTE 10	15	F

4248 ELECTRODE	TUE. ELECTRIC	PRIZE
HAUNTED TOWER (DRAGONITE 42)	20	PRIZE

4249 ELEKID	TUE. ELECTRIC	PRIZE
PRIZE MATCHES & POKÉMON BREEDING CENTER		

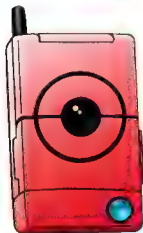
4250 ENTEI	TUE. FIRE	PRIZE
ROUTE 40	40	RANDOM APPEARANCES AROUND ROUTE

- CATCH THE POKÉMON IN THE WILD
- USE ROCK SMASH TO CATCH THE POKÉMON
- USE HEADBUTT IN WOODED AREAS TO CATCH THE POKÉMON
- USE HEADBUTT IN MOUNTAIN AREAS TO CATCH THE POKÉMON
- CATCH THE POKÉMON IN THE WILD BY SURFING
- USE A FISHING ROD TO CATCH THE POKÉMON
- HATCH IT FROM AN EGG AT THE ROUTE 33 DAYCARE AND BREEDING CENTER
- CATCH THE POKÉMON BY ACCOMPLISHING A TASK
- WIN THE POKÉMON AS A GAME PRIZE
- CATCH THE POKÉMON IN THE BUG-CATCHING CONTEST IN NATIONAL PARK
- THE POKÉMON APPEARS IN THE GOLD VERSION ONLY
- THE POKÉMON APPEARS IN THE SILVER VERSION ONLY

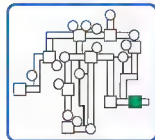
### TYPE

### POKéDEX PAGE

The page the Pokémon appears on in the Pokédex section of the book is listed here.

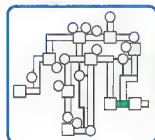


## New Bark Town



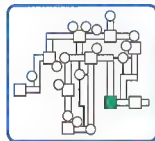
GOLD										SILVER															
MORNING					DAY					MORNING					DAY					NIGHT					
#72	TENTACOOL	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S
#73	TENTACRUEL	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S
#90	SHELLDER	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#129	MAGIKARP	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#170	CHINCHOU	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#171	LANTURN	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#152	CHIKORITA	Prof. Elm presents you one of the three Pokémon.																							
#155	CYDAQUIL																								
#158	TOTODILE																								

## Route 29



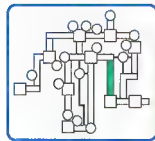
	GOLD									SILVER								
	MORNING			DAY			NIGHT			MORNING			DAY			NIGHT		
#16 PIDGEY	MANY			MANY			NONE			MANY			MANY			NONE		
#19 RATTATA	FEW			FEW			MANY			FEW			FEW			MANY		
#161 SENTRET	MANY			MANY			NONE			MANY			MANY			NONE		
#163 HOOTHOOT	NONE			NONE			MANY			NONE			NONE			MANY		

## Cherrygrove City



GOLD												SILVER											
MORNING				DAY				NIGHT				MORNING				DAY				NIGHT			
#72	TENTACOO	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S		
#73	TENTACRUEL	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S		
#98	KRABBY	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S		
#99	KINGLER	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S		
#120	STARYU	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S		
#129	MAGIKARP	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S		
#222	CORSOLA	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S		

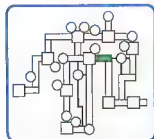
## Route 30



	GOLD									SILVER											
	MORNING			DAY			NIGHT			MORNING			DAY			NIGHT					
#10	CATERPIE	MANY			MANY			NONE			NONE			NONE			NONE				
#11	METAPOD	MANY			MANY			NONE			NONE			NONE			NONE				
#13	WEEDLE	NONE			NONE			NONE			MANY			MANY			NONE				
#14	KAKUNA	NONE			NONE			NONE			MANY			MANY			NONE				
#16	PIDGEY	MANY			MANY			NONE			MANY			MANY			NONE				
#19	RATTATA	NONE			NONE			MANY			NONE			NONE			MANY				
#163	HOOTHOOT	NONE			NONE			MANY			NONE			NONE			MANY				
#165	LEDYBA	NONE			NONE			NONE			MANY			NONE			NONE				
#167	SPINARAK	NONE			NONE			MANY			NONE			NONE			NONE				
#60	POLIWAG	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S
#61	POLIWHIRL	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S
#129	MAGIKARP	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S

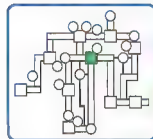


## Route 31



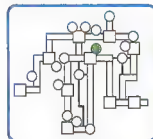
		GOLD			SILVER								
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT						
#10	CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE						
#11	METAPOD	MANY	MANY	NONE	NONE	NONE	NONE						
#13	WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE						
#14	KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE						
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE						
#19	RATATA	NONE	NONE	MANY	NONE	NONE	MANY						
#69	BELLSPOUT	MANY	MANY	MANY	MANY	MANY	MANY						
#163	HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY						
#165	LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE						
#167	SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE						
#60	POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61	POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Violet City



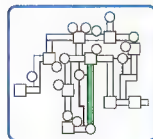
#	POKÉMON	GOLD						SILVER					
		MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#60	POLIWAG	MANY	OGS	MANY	OGS	MANY	OGS	MANY	OGS	MANY	OGS	MANY	OGS
#61	POLIWHIRL	MANY	OGS	MANY	OGS	MANY	OGS	MANY	OGS	MANY	OGS	MANY	OGS
#129	MAGIKARP	NONE	OGS	NONE	OGS	NONE	OGS	NONE	OGS	NONE	OGS	NONE	OGS
#95	ONIX	Trade a Bellsprout for an Onix in a house in Violet City.											
#175	TOGEPI	Raise the Pokémon Egg Elm's assistant gives you to hatch TogePi.											

## Sprout Tower (2nd & 3rd Floors)



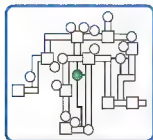
#	Pokémon	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#92	GASTLY	NONE	NONE	MANY	NONE	NONE	MANY

## Route 32



GOLD				SILVER									
MORNING		DAY		NIGHT		MORNING		DAY		NIGHT			
#19	RATTATA	MANY		MANY		MANY		FEW		MANY		NONE	
#23	EKANS	NONE		NONE		NONE		MANY		MANY		MANY	
#41	ZUBAT	FEW		NONE		FEW		FEW		NONE		FEW	
#69	BELLSPOUT	MANY		MANY		MANY		MANY		MANY		MANY	
#179	MAREEP	MANY		MANY		MANY		MANY		MANY		MANY	
#187	HOPPIPI	MANY		MANY		NONE		MANY		MANY		NONE	
#194	WOOPER	NONE		NONE		MANY		NONE		NONE		MANY	
#72	TENTACOO	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#73	TENTACRUEL	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#129	MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#195	QUAGSIRE	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#211	QWILFISH	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Ruins of Alph

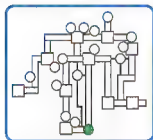


GOLD										SILVER					
MORNING			DAY			NIGHT				MORNING		DAY		NIGHT	
#177 NATU	MANY		MANY		MANY		MANY			MANY		MANY		MANY	
#235 SMEARGLE	MANY		MANY		MANY		MANY			MANY		MANY		MANY	
#60 POLIWAG	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S		NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S		NONE	0 G S	NONE	0 G S	NONE	0 G S
#194 WOOPER	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S		MANY	0 G S	MANY	0 G S	MANY	0 G S
#195 QUAGSIRE	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S		MANY	0 G S	MANY	0 G S	MANY	0 G S

## Ruins of Alph (Basement)

GOLD										SILVER					
MORNING			DAY			NIGHT				MORNING		DAY		NIGHT	
#201 UNOWN	MANY		MANY		MANY		MANY			MANY		MANY		MANY	

## Union Cave



GOLD										SILVER					
MORNING			DAY			NIGHT				MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		MANY			MANY		MANY		MANY	
#27 SANDSHREW	MANY		MANY		MANY		MANY			NONE		NONE		NONE	
#41 ZUBAT	MANY		MANY		MANY		MANY			MANY		MANY		MANY	
#74 GEODUDE	MANY		MANY		MANY		MANY			MANY		MANY		MANY	
#95 ONIX	FEW		FEW		FEW		FEW			FEW		FEW		FEW	
#118 GOLDEEN	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S		NONE	0 G S	NONE	0 G S	NONE	0 G S
#119 SEAKING	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S		NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S		NONE	0 G S	NONE	0 G S	NONE	0 G S
#194 WOOPER	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S		MANY	0 G S	MANY	0 G S	MANY	0 G S
#195 QUAGSIRE	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S		MANY	0 G S	MANY	0 G S	MANY	0 G S

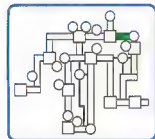
## Union Cave (1st Basement)

GOLD										SILVER					
MORNING			DAY			NIGHT				MORNING		DAY		NIGHT	
#19 RATTATA	FEW		FEW		FEW		MANY			MANY		MANY		MANY	
#27 SANDSHREW	MANY		MANY		MANY		NONE			NONE		NONE		NONE	
#41 ZUBAT	MANY		MANY		MANY		MANY			MANY		MANY		MANY	
#74 GEODUDE	MANY		MANY		MANY		MANY			MANY		MANY		MANY	
#95 ONIX	MANY		MANY		MANY		MANY			MANY		MANY		MANY	
#118 GOLDEEN	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S		NONE	0 G S	NONE	0 G S	NONE	0 G S
#119 SEAKING	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S		NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S		NONE	0 G S	NONE	0 G S	NONE	0 G S
#194 WOOPER	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S		MANY	0 G S	MANY	0 G S	MANY	0 G S
#195 QUAGSIRE	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S		MANY	0 G S	MANY	0 G S	MANY	0 G S

## Union Cave (2nd Basement)

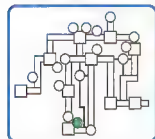
GOLD														SILVER													
MORNING														DAY							NIGHT						
#19	RATTATA				FEW				FEW				FEW				FEW				FEW						
#20	RATICATE				MANY				MANY				MANY				MANY				MANY						
#41	ZUBAT				MANY				MANY				MANY				MANY				MANY						
#42	GOLBAT				MANY				MANY				MANY				MANY				MANY						
#74	GEODUDE				MANY				MANY				MANY				MANY				MANY						
#95	ONIX				FEW				FEW				FEW				FEW				FEW						
#72	TENTACOO		MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S					
#73	TENTACRUEL		MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S					
#98	KRABBY		NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S					
#99	KINGLER		NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S					
#120	STARYU		NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S					
#129	MAGIKARP		NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S					
#195	QUAGSIRE		MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S					
#222	CORSOLA		NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S					
#131	Lapras appears every Friday in Union Cave.																										

## Route 33



GOLD													
MORNING							SILVER						
DAY							DAY						
NIGHT							NIGHT						
#19 RATTATA	MANY			MANY			MANY			MANY			
#21 SPEAROW	MANY			MANY			MANY			MANY			
#23 EKANS	NONE			NONE			MANY			MANY			
#41 ZUBAT	FEW			NONE			FEW			NONE			
#187 HOPPIP	MANY			MANY			MANY			MANY			

## Slowpoke Well (1st Basement)

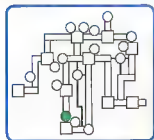


GOLD														SILVER																											
MORNING							DAY							NIGHT							MORNING							DAY							NIGHT						
#41 ZUBAT	MANY						MANY						MANY						MANY						MANY						MANY										
#79 SLOWPOKE	MANY						MANY						MANY						MANY						MANY						MANY										
#79 SLOWPOKE	MANY		0	G	S		MANY		0	G	S		MANY		0	G	S		MANY		0	G	S		MANY		0	G	S		MANY		0	G	S						
#118 GOLDEN	NONE		0	G	S		NONE		0	G	S		NONE		0	G	S		NONE		0	G	S		NONE		0	G	S		NONE		0	G	S						
#119 SEAKING	NONE		0	G	S		NONE		0	G	S		NONE		0	G	S		NONE		0	G	S		NONE		0	G	S		NONE		0	G	S						
#129 MAGIKARP	NONE		0	G	S		NONE		0	G	S		NONE		0	G	S		NONE		0	G	S		NONE		0	G	S		NONE		0	G	S						

## Slowpoke Well

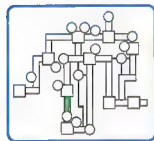
GOLD														SILVER																
MORNING							EVENING							AFTERNOON							NIGHT									
DAY							DAY							DAY							NIGHT									
NIGHT							NIGHT							NIGHT							NIGHT									
#41 ZUBAT	MANY						MANY						MANY						MANY						MANY					
#42 GOLBAT	FEW						FEW						FEW						FEW						FEW					
#79 SLOWPOKE	MANY						MANY						MANY						MANY						MANY					
#79 SLOWPOKE	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S						
#80 SLOWBRO	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S						
#118 GOLDEN	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S						
#119 SEAKING	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S						
#129 MAGIKARP	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S						

## Ilex Forest



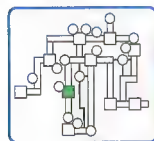
GOLD											
MORNING				DAY				NIGHT			
#10 CATERPIE	MANY		MANY		NONE		NONE		NONE		NONE
#11 METAPOD	MANY		MANY		NONE		NONE		NONE		NONE
#13 WEEDLE	NONE		NONE		NONE		MANY		MANY		NONE
#14 KAKUNA	NONE		NONE		NONE		MANY		MANY		NONE
#41 ZUBAT	FEW		FEW		MANY		FEW		FEW		MANY
#43 ODDISH	NONE		NONE		MANY		NONE		NONE		MANY
#46 PARAS	MANY		FEW		MANY		MANY		FEW		MANY
#54 PSYDUCK	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY
#55 GOLDDUCK	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY
#60 POLIWAG	MANY	0 G \$	MANY	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE
#129 MAGIKARP	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE

## Route 34



GOLD											
MORNING				DAY				NIGHT			
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY
#63 ABRA	MANY		MANY		MANY		MANY		MANY		MANY
#96 DROWZEE	MANY		MANY		MANY		MANY		MANY		MANY
#132 DITTO	FEW		FEW		FEW		FEW		FEW		FEW
#72 TENTACOO	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY
#73 TENTACUEL	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY
#98 KRABBY	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE
#99 KINGLER	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE
#120 STARYU	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE
#129 MAGIKARP	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE
#222 CORSOLA	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE

## Goldenrod City



GOLD		SILVER	
MORNING	NIGHT	MORNING	NIGHT
#23 EKANS	Ekans is a prize in the Game Corner in Gold only. You need to turn in 700 coins to get it.		
#27 SANDSHREW	Sandshrew is a prize in the Game Corner in Silver only. You need to turn in 700 coins to get it.		
#63 ABRA	Abra is a prize in the Game Corner. You need to turn in 200 coins to get it.		
#66 MACHOP	Trade a Drowzee for a Machop on the fifth floor of the Department Store.		
#133 EYEE	After you meet Bill in Ecruteak City, return to his house in Goldenrod to receive Eevee.		
#147 DRATINI	Dratini is a prize in the Game Corner. You need to turn in 2,100 coins to get it.		

## Bug-Catching Contest in National Park

Check out the Bug-Catching Contest every Tuesday, Thursday and Saturday at National Park. Some Bug-types like Scyther and Pinsir show up only during the event. You can keep only one Bug-type per event. You might win one of the prizes, too, if you catch a high-level Scyther, Pinsir or Butterfree.

### PRIZES

1ST	SUN STONE
2ND	EVERSTONE
3RD	GOLD BERRY
CONSOLATION	BERRY



#10 CATERPIE



#11 METAPOD



#12 BUTTERFREE



#13 WEEDLE



#14 KAKUNA



#15 BEEDRILL



#46 PARAS



#48 VENONAT

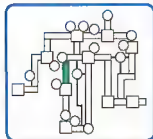


#123 SCYTHER



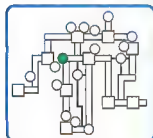
#127 PINSIR

## Route 35



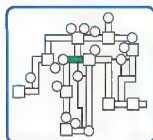
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#16 PIDGEY	FEW		FEW		NONE		FEW		FEW		NONE	
#29 NIDORAN ♀	MANY		MANY		MANY		MANY		MANY		MANY	
#32 NIDORAN ♂	MANY		MANY		MANY		MANY		MANY		MANY	
#63 ABRA	MANY		MANY		MANY		MANY		MANY		MANY	
#96 DROWZEE	MANY		MANY		MANY		MANY		MANY		MANY	
#132 DITTO	FEW		FEW		FEW		FEW		FEW		FEW	
#163 HOOTHOOT	NONE		NONE		FEW		NONE		NONE		FEW	
#193 TANMA	FEW		FEW		FEW		FEW		FEW		FEW	
#193 TANMA	MANY		MANY		MANY		MANY		MANY		MANY	
#54 PSYDUCK	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#55 GOLDUCK	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#60 POLIWAG	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## National Park



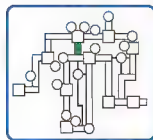
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#10 CATERPIE	MANY		MANY		NONE		NONE		NONE		NONE	
#11 METAPOD	MANY		MANY		NONE		NONE		NONE		NONE	
#13 WEEDLE	NONE		NONE		NONE		MANY		MANY		NONE	
#14 KAKUNA	NONE		NONE		NONE		MANY		MANY		NONE	
#16 PIDGEY	MANY		MANY		NONE		MANY		MANY		NONE	
#163 HOOTHOOT	NONE		NONE		MANY		NONE		NONE		MANY	
#191 SUNKERN	NONE		MANY		NONE		NONE		MANY		NONE	

## Route 36



GOLD				SILVER							
MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	MANY	NONE				
#29 NIDORAN ♀	MANY	MANY	MANY	MANY	MANY	MANY	MANY				
#32 NIDORAN ♂	MANY	MANY	MANY	MANY	MANY	MANY	MANY				
#37 VULPIX	NONE	NONE	NONE	MANY	MANY	MANY	MANY				
#58 GROWLITHE	MANY	MANY	MANY	NONE	NONE	NONE	NONE				
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	NONE	MANY				
#234 STANTLER	FEW	FEW	FEW	FEW	FEW	FEW	FEW				
#185 SUDOWOODO	Use the Squirtbottle on the strange tree on Route 36 to fight the only Sudowoodo in the game.										

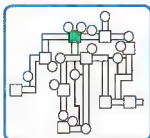
## Route 37



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#16 PIDGEY	MANY		MANY		NONE		MANY		MANY		NONE	
#17 PIDGEOTTO	NONE		FEW		NONE		NONE		FEW		NONE	
#37 VULPIX	NONE		NONE		NONE		MANY		MANY		MANY	
#58 GROWLITHE	MANY		MANY		MANY		NONE		NONE		NONE	
#163 HOOTHOOT	NONE		NONE		MANY		NONE		NONE		MANY	
#165 LEYBA	NONE		NONE		NONE		MANY		NONE		NONE	
#167 SPINARAK	NONE		NONE		MANY		NONE		NONE		NONE	
#234 STANTLER	MANY		MANY		MANY		MANY		MANY		MANY	

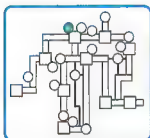


## Ecruteak City



	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#60 POLIWAG	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#61 POLIWHIRL	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Burned Tower (1st Floor)



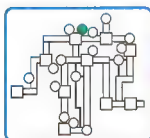
	MANY	MANY	MANY	MANY	MANY	MANY
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#20 RATICATE	FEW	FEW	FEW	FEW	FEW	FEW
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#109 KOFFING	MANY	MANY	MANY	MANY	MANY	MANY

## Burned Tower (Basement)



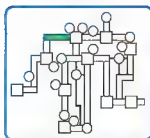
	MANY	MANY	MANY	MANY	MANY	MANY
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#41 ZUBAT	FEW	FEW	FEW	FEW	FEW	FEW
#109 KOFFING	MANY	MANY	MANY	MANY	MANY	MANY
#126 MAGMAR	FEW	MANY	FEW	FEW	MANY	FEW

## Tin Tower (2nd through 9th Floors)



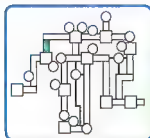
	MANY	MANY	MANY	MANY	MANY	MANY
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#92 GASTLY	NONE	NONE	MANY	NONE	NONE	MANY
#250 HO-OH	After you have the Rainbow Wing, climb to the top of Tin Tower to find Ho-oh.					

## Route 38



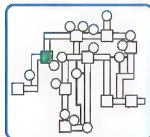
	MANY	MANY	MANY	NONE	NONE	NONE
#19 RATTATA	MANY	MANY	MANY	NONE	NONE	NONE
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#81 MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#83 FARFETCH'D	MANY	MANY	NONE	MANY	MANY	NONE
#128 TAUROS	FEW	FEW	FEW	FEW	FEW	FEW
#209 SNUBBULL (OUTSIDE CALL)	FEW	FEW	FEW	FEW	FEW	FEW
#209 SNUBBULL (OUTER CALL)	MANY	MANY	MANY	MANY	MANY	MANY
#241 MILTANK	FEW	FEW	FEW	FEW	FEW	FEW

## Route 39



#19	RATTATA	MANY	MANY	MANY	NONE	NONE	NONE
#20	RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#52	MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#81	MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#83	FARFETCH'D	MANY	MANY	NONE	MANY	MANY	NONE
#128	TAUROS	FEW	FEW	FEW	FEW	FEW	FEW
#241	MILTANK	FEW	FEW	FEW	FEW	FEW	FEW

## Olivine City



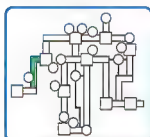
#72	TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	O G S
#73	TENTACUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	O G S
#98	KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#99	KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#120	STARYU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#222	CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#100	VOLTORB	Trade a Krabby for a Voltorb inside a house in Olivine.												

## Olivine City (Bay)



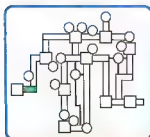
#72	TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	O G S
#73	TENTACUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	O G S
#90	SHELLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#170	CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#171	LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S

## Route 40



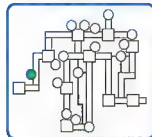
#72	TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	O G S
#73	TENTACUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	O G S
#98	KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#99	KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#120	STARYU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#222	CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S

## Route 41



#72	TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	O G S
#73	TENTACUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	O G S
#90	SHELLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#170	CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#171	LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S
#226	MANTINE	MANY	O G S	MANY	O G S	MANY	O G S	NONE	O G S	NONE	O G S	NONE	O G S	O G S

## Whirl Islands



GOLD												SILVER						NIGHT			
#41	ZUBAT	MANY				MANY				MANY				MANY				MANY			
#42	GOLBAT	FEW				FEW				FEW				FEW				FEW			
#86	SEEL	MANY				MANY				MANY				MANY				MANY			
#98	KRABBY	MANY				MANY				MANY				MANY				MANY			
#72	TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73	TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#98	KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#99	KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#116	HORSEA	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#117	SEADRA	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

## Whirl Islands (1st Basement)

GOLD											
SILVER											
MORNING DAY NIGHT											
#41 ZUBAT	MANY			MANY			MANY			MANY	
#42 GOLBAT	FEW			FEW			FEW			FEW	
#86 SEEL	MANY			MANY			MANY			MANY	
#98 KRABBY	MANY			MANY			MANY			MANY	

## Whirl Islands (2nd Basement)

GOLD												SILVER									
MORNING				DAY				NIGHT				MORNING			DAY			NIGHT			
#41	ZUBAT	MANY			MANY			MANY			MANY			MANY			MANY				
#42	GOLBAT	FEW			FEW			FEW			FEW			FEW			FEW				
#84	SEEL	MANY			MANY			MANY			MANY			MANY			MANY				
#98	KRABBY	MANY			MANY			MANY			MANY			MANY			MANY				
#73	TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#98	KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#99	KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#116	HORSEA	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#117	SEADRA	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

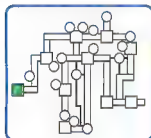
## Whirl Islands (3rd Basement)

GOLD												SILVER												
												MORNING				DAY				NIGHT				
#41	ZUBAT				MANY				MANY				MANY				MANY				MANY			
#42	GOLBAT				FEW				FEW				FEW				FEW				FEW			
#86	SEEL				MANY				MANY				MANY				MANY				MANY			
#98	KRABBY				MANY				MANY				MANY				MANY				MANY			
#73	TENTACRUEL		MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S		
#98	KRABBY		NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S		
#99	KINGLER		NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S		
#116	HORSEA		MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S		
#117	SEADRA		MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S		
#129	MAGIKARP		NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S		

## Whirl Islands (4th Basement)

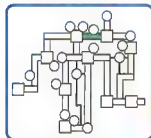
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW	
#86 SEEL	MANY		MANY		MANY		MANY		MANY		MANY	
#98 KRABBY	MANY		MANY		MANY		MANY		MANY		MANY	
#73 TENTACUCEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#116 HORSEA	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#117 SEADRA	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#249 LUGIA	After you have the Silver Wing, search for Lugia in a small pool inside Whirl Islands.											

## Cianwood City



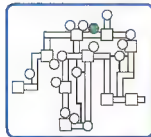
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#98 KRABBY	RS		RS		RS		RS		RS		RS	
#213 SHUCKLE	RS		RS		NONE		RS		RS		NONE	
#72 TENTACUCEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACUCEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#120 STARTYU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#222 CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#213 SHUCKLE	Take the Trainer inside the house's Shuckle to keep it safe. If it likes you, the Trainer will give it to you.											

## Route 42



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#21 SPEAROW	MANY		MANY		NONE		MANY		MANY		NONE	
#41 ZUBAT	NONE		NONE		MANY		NONE		NONE		MANY	
#56 MANKEY	MANY		MANY		MANY		NONE		NONE		NONE	
#179 MAREEP	MANY		MANY		MANY		MANY		MANY		MANY	
#180 FLAFFY	MANY		MANY		MANY		MANY		MANY		MANY	
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Mt. Mortar (1st & 2nd Floors)



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#66 MACHOP	MANY		MANY		MANY		MANY		MANY		MANY	
#74 GEODUDE	FEW		FEW		FEW		FEW		FEW		FEW	
#183 MARILL	FEW		FEW		FEW		FEW		FEW		FEW	
#183 MARILL	MANY		MANY		MANY		MANY		MANY		MANY	
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#183 MARILL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S

## Mt. Mortar (Inside 1st Floor)

GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#41 ZUBAT	FEW	FEW	FEW	FEW	FEW	FEW
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

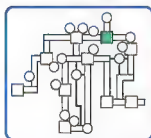
## Mt. Mortar (Inside 2nd Floor)

GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#42 GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#66 MACHOP	FEW	FEW	FEW	FEW	FEW	FEW
#67 MACHOKE	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Mt. Mortar (Inside Basement)

GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#20 RATICATE	FEW	FEW	FEW	FEW	FEW	FEW
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	FEW	FEW	FEW	FEW	FEW	FEW
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#236 TYROGUE	Defeat the Karate King to earn Tyrogue.					

## Rocket Hideout (1st Basement)



GOLD		SILVER		
		MORNING	DAY	NIGHT
#74 GEODUDE	Geodude may appear and attack from Team Rocket's booby-trapped floor.			
#100 VOLTORB	Voltorb may appear and attack from Team Rocket's booby-trapped floor.			
#109 KOFFING	Koffing may appear and attack from Team Rocket's booby-trapped floor.			

## Rocket Hideout (2nd Basement)

GOLD		SILVER		
		MORNING	DAY	NIGHT
#101 ELECTRODE	Defeat and capture the Electrode powering Team Rocket's contraption.			



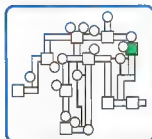
## Ice Path (2nd Basement)

		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT	MANY	MANY	MANY	FEW	NONE	FEW
#42	GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#124	JYNX	FEW	MANY	FEW	FEW	MANY	FEW
#220	SWINUB	MANY	MANY	MANY	MANY	MANY	MANY
#225	DELIBIRD	NONE	NONE	NONE	MANY	MANY	MANY

## Ice Path (3rd Basement)

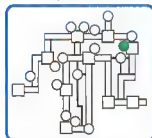
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT	MANY	MANY	MANY	FEW	NONE	FEW
#42	GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#124	JYNX	FEW	MANY	FEW	FEW	MANY	FEW
#220	SWINUB	MANY	MANY	MANY	MANY	MANY	MANY
#225	DELIBIRD	NONE	NONE	NONE	MANY	MANY	MANY

## Blackthorn City



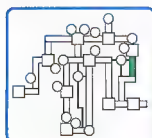
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#60	POLIWAG	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S
#112	RHYDON	Trade a female Dragonair for a Rhydon with a Trainer inside a house in Blackthorn City.					

## Dragon's Den



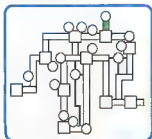
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S
#147	DRATINI	MANY	O G S	MANY	O G S	MANY	O G S
#148	DRAGONAIR	NONE	O G S	NONE	O G S	NONE	O G S

## Route 45



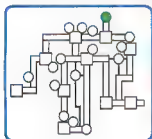
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#75	GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#207	GLIGAR	MANY	MANY	MANY	NONE	NONE	NONE
#216	TEDIURSA	MANY	MANY	MANY	NONE	NONE	NONE
#227	SKARMORY	NONE	NONE	NONE	FEW	FEW	FEW
#231	PHANPY	NONE	NONE	NONE	MANY	MANY	MANY
#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S
#147	DRATINI	NONE	O G S	NONE	O G S	NONE	O G S
#148	DRAGONAIR	NONE	O G S	NONE	O G S	NONE	O G S

## Route 43



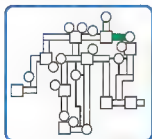
GOLD				SILVER			
DAY				MORNING DAY NIGHT			
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE	
#48 VENONAT	FEW	NONE	MANY	FEW	NONE	MANY	
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY	
#179 MAREEP	MANY	MANY	FEW	MANY	MANY	FEW	
#180 FLAAFFY	MANY	MANY	MANY	MANY	MANY	MANY	
#203 GIRAFARIG	MANY	MANY	MANY	MANY	MANY	MANY	
#60 POLIWAG	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE
#129 MAGIKARP	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY

## Lake of Rage



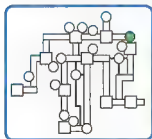
GOLD				SILVER			
DAY				MORNING DAY NIGHT			
#129 MAGIKARP	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY
#130 GYARADOS	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY
#130 GYARADOS	Surf out to the red Gyarados on the north side of the lake.						

## Route 44



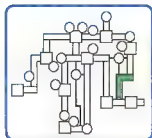
GOLD				SILVER			
DAY				MORNING DAY NIGHT			
#69 BELLSPOUT	MANY	MANY	MANY	MANY	MANY	MANY	
#70 WEEPINBELL	MANY	MANY	MANY	MANY	MANY	MANY	
#108 LICKITUNG	MANY	MANY	MANY	MANY	MANY	MANY	
#114 TANGELA	MANY	MANY	MANY	MANY	MANY	MANY	
#60 POLIWAG	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY
#61 POLIWHIRL	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE
#223 REMORAID	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE

## Ice Path (1st Floor and 1st Basement)



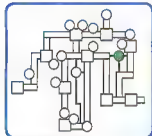
GOLD				SILVER			
DAY				MORNING DAY NIGHT			
#41 ZUBAT	MANY	MANY	MANY	FEW	NONE	FEW	
#42 GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY	
#124 JYNX	FEW	MANY	FEW	FEW	MANY	FEW	
#220 SWINUB	MANY	MANY	MANY	MANY	MANY	MANY	
#225 DELIBIRD	NONE	NONE	NONE	MANY	MANY	MANY	

## Route 46



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

## Dark Cave (Violet City Side)



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#206 DUNSPARCE (BEFORE COLD)	FEW	FEW	FEW	FEW	FEW	FEW
#206 DUNSPARCE (AFTER COLD)	MANY	MANY	MANY	MANY	MANY	MANY
#118 GOLDEEN	NONE	0 G S	NONE	0 G S	NONE	0 G S
#119 SEAKING	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	MANY	0 G S	MANY	0 G S	MANY	0 G S

## Dark Cave (Blackthorn City Side)

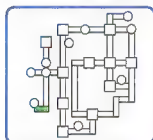
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#42 GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#202 WOBBUFFET	MANY	MANY	MANY	MANY	MANY	MANY
#118 GOLDEEN	NONE	0 G S	NONE	0 G S	NONE	0 G S
#119 SEAKING	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	MANY	0 G S	MANY	0 G S	MANY	0 G S

## Tohjo Falls



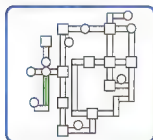
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	FEW		FEW		FEW		FEW		FEW		FEW	
#20 RATICATE	MANY		MANY		MANY		MANY		MANY		MANY	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#42 GOLBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#79 SLOWPOKE	MANY		MANY		MANY		MANY		MANY		MANY	
#79 SLOWPOKE	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 27



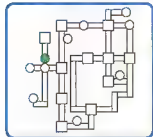
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#20 RATICATE	MANY		MANY		MANY		MANY		MANY		MANY	
#24 ARBOK	NONE		NONE		NONE		MANY		MANY		MANY	
#28 SANDSLASH	FEW		FEW		FEW		NONE		NONE		NONE	
#77 PONYTA	FEW		FEW		FEW		FEW		FEW		FEW	
#84 DODUO	MANY		MANY		NONE		MANY		MANY		NONE	
#85 DODRIO	NONE		NONE		NONE		FEW		FEW		NONE	
#195 QUAGSIRE	NONE		NONE		MANY		NONE		NONE		MANY	
#72 TENTACOOOL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 26



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#20 RATICATE	FEW		FEW		MANY		MANY		MANY		MANY	
#28 SANDSLASH	MANY		MANY		MANY		NONE		NONE		NONE	
#77 PONYTA	MANY		MANY		MANY		MANY		MANY		MANY	
#84 DODUO	MANY		MANY		NONE		MANY		MANY		FEW	
#85 DODRIO	FEW		FEW		NONE		NONE		NONE		NONE	
#195 QUAGSIRE	NONE		NONE		MANY		NONE		NONE		FEW	
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#72 TENTACOOOL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Victory Road

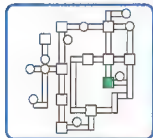


### GOLD

### SILVER

	MORNING			DAY			NIGHT		
#42 GOLBAT	MANY			MANY			MANY		
#75 GRAVELER	MANY			MANY			MANY		
#95 ONIX	MANY			MANY			MANY		
#111 RHYHORN	FEW			FEW			FEW		
#217 URSARING	MANY			MANY			NONE		
#232 DONPHAN	NONE			NONE			MANY		

## Vermilion City



### GOLD

### SILVER

#72	TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73	TENTACUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#90	SHELLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#170	CHINCHOU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#171	LANTURN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#143	SNORLAX	Wake the Snorlax blocking Diglett's Cave with your radio, then battle it.																											

## Diglett's Cave

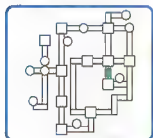


### GOLD

### SILVER

	MORNING			DAY			NIGHT		
#50 DIGLETT	MANY			MANY			MANY		
#51 DUGTRIO	MANY			MANY			MANY		

## Route 6



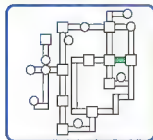
### GOLD

### SILVER

#16	PIDGEY	MANY			MANY			NONE			MANY			MANY			NONE
#43	ODDISH	NONE			NONE			MANY			NONE			NONE			MANY
#52	MEOWTH	NONE			NONE			NONE			MANY			MANY			MANY
#63	ABRA	MANY			MANY			MANY			MANY			MANY			MANY
#69	BELLSPOUNT	MANY			MANY			MANY			MANY			MANY			MANY
#81	MAGNETITE	MANY			MANY			MANY			MANY			MANY			MANY
#54	PSYDUCK	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#55	GOLDDUCK	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#60	POLIWHG	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S



## Route 8



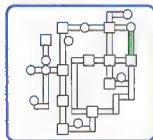
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#37 VULPIX	NONE	NONE	NONE	MANY	MANY	FEW
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#58 GROWLITHE	MANY	MANY	FEW	NONE	NONE	NONE
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#64 KADABRA	FEW	FEW	FEW	FEW	FEW	FEW
#93 HAUNTER	NONE	NONE	MANY	NONE	NONE	MANY
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY

## Route 9



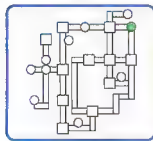
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#22 FEAROW	FEW	FEW	NONE	FEW	FEW	NONE
#56 MANKEY	MANY	MANY	MANY	NONE	NONE	NONE
#57 PRIMEAPE	FEW	FEW	FEW	NONE	NONE	NONE
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Route 10



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#22 FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#100 VOLTORB	MANY	MANY	MANY	MANY	MANY	MANY
#125 ELECTABUZZ	FEW	MANY	FEW	FEW	MANY	FEW
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Rock Tunnel (1st Basement)

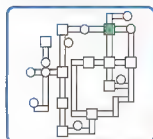


	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#67 MACHOKE	FEW	FEW	FEW	FEW	FEW	FEW
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#104 CUBONE	MANY	MANY	MANY	MANY	MANY	MANY

## Rock Tunnel (2nd Basement)

	GOLD				SILVER		
	MORNING		DAY		MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#95 ONIX	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#104 CUBONE	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#105 MAROWAK	FEW	FEW	FEW	FEW	FEW	FEW	FEW
#115 KANGASKHAN	FEW	FEW	FEW	FEW	FEW	FEW	FEW

## Cerulean City

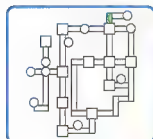


	GOLD				SILVER			
	MORNING		DAY		MORNING		DAY	
#118 GOLDEEN	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#119 SEAKING	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Cerulean City (Cerulean Gym)

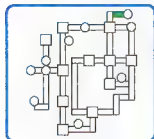
	GOLD				SILVER			
	MORNING		DAY		MORNING		DAY	
#98 KRABBY	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#99 KINGLER	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#120 STARYU	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#222 CORSOLA	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Route 24



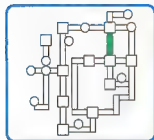
	GOLD				SILVER		
	MORNING		DAY		MORNING	DAY	NIGHT
#43 ODDISH	NONE	NONE	MANY	NONE	NONE	NONE	MANY
#48 VENONAT	FEW	NONE	MANY	FEW	NONE	NONE	MANY
#49 VENOMOTH	NONE	NONE	FEW	NONE	NONE	NONE	FEW
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#69 BELSPROUT	MANY	MANY	FEW	MANY	MANY	MANY	FEW
#70 WEEPINBELL	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#191 SUNKERN	NONE	MANY	NONE	NONE	MANY	MANY	NONE
#118 GOLDEEN	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY
#119 SEAKING	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE

## Route 25



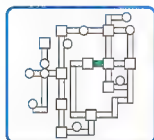
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#16 PIDGEY	MANY		MANY		NONE		MANY		MANY		NONE	
#17 PIDGEOTTO	FEW		FEW		NONE		FEW		FEW		NONE	
#43 ODDISH	NONE		NONE		MANY		NONE		NONE		MANY	
#48 VENONAT	MANY		NONE		MANY		MANY		NONE		MANY	
#49 VENOMOTH	NONE		NONE		MANY		NONE		NONE		MANY	
#63 ABRA	MANY		MANY		MANY		MANY		MANY		MANY	
#69 BELLSPOUT	MANY		MANY		FEW		MANY		MANY		FEW	
#70 WEEPINBELL	MANY		MANY		MANY		MANY		MANY		MANY	
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 5



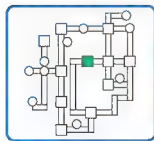
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#16 PIDGEY	MANY		MANY		NONE		MANY		MANY		NONE	
#43 ODDISH	NONE		NONE		MANY		NONE		NONE		MANY	
#44 GLOOM	NONE		NONE		MANY		NONE		NONE		MANY	
#52 MEOWTH	NONE		NONE		NONE		MANY		MANY		MANY	
#63 ABRA	MANY		MANY		MANY		MANY		MANY		MANY	
#69 BELLSPOUT	MANY		MANY		MANY		MANY		MANY		MANY	

## Route 7



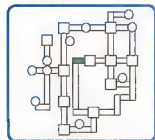
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		NONE		NONE		NONE	
#20 RATICATE	MANY		MANY		MANY		MANY		MANY		MANY	
#21 SPEAROW	MANY		MANY		NONE		MANY		MANY		NONE	
#37 VULPIX	NONE		NONE		NONE		MANY		MANY		MANY	
#52 MEOWTH	NONE		NONE		NONE		MANY		MANY		MANY	
#53 PERSIAN	NONE		NONE		NONE		FEW		FEW		FEW	
#58 GROWLITHE	MANY		MANY		MANY		NONE		NONE		NONE	
#198 MURKROW	NONE		NONE		MANY		NONE		NONE		MANY	
#228 HOUNDOUR	NONE		NONE		FEW		NONE		NONE		FEW	

## Celadon City



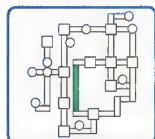
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#88 GRIMER	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#89 HUK	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#113 Eevee	Eevee is a prize in the Celadon City Game Corner. You need to turn in 6,666 coins to get it.											
#122 MR. MIME	Mr. Mime is a prize in the Celadon City Game Corner. You need to turn in 3,333 coins to get it.											
#137 PORYGON	Porygon is a prize in the Celadon City Game Corner. You need to turn in 9,999 coins to get it.											

## Route 16



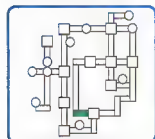
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#22 FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#88 GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
#89 MUK	FEW	FEW	FEW	FEW	FEW	FEW
#198 MURKROW	NONE	NONE	MANY	NONE	NONE	MANY
#218 SLUGMA	FEW	FEW	FEW	FEW	FEW	FEW

## Route 17



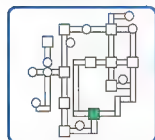
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#22 FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#88 GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
#89 MUK	FEW	FEW	MANY	FEW	FEW	MANY
#218 SLUGMA	FEW	MANY	FEW	FEW	MANY	FEW

## Route 18



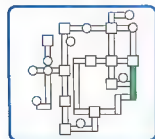
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#22 FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#88 GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
#89 MUK	FEW	FEW	MANY	FEW	FEW	MANY
#218 SLUGMA	FEW	MANY	FEW	FEW	MANY	FEW

## Fuchsia City



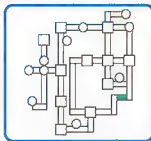
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#129 MAGIKARP	MANY	0 G S	MANY	0 G S	MANY	0 G S
#130 GYARADOS	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Route 12



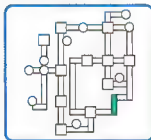
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOO	MANY	0 G S	MANY	0 G S	MANY	0 G S
#73 TENTACUEL	MANY	0 G S	MANY	0 G S	MANY	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S
#195 QUAGSIRE	MANY	0 G S	MANY	0 G S	MANY	0 G S
#211 OWLFISH	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Route 13



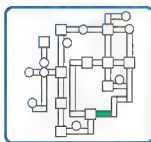
GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#30 NIDORINA	MANY	MANY	MANY	MANY	MANY	MANY
#33 NIDORINO	MANY	MANY	MANY	MANY	MANY	MANY
#113 CHANSEY	FEW	FEW	FEW	FEW	FEW	FEW
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#187 HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY
#72 TENTACOOL	MANY	0 G S	MANY	0 G S	MANY	0 G S
#73 TENTACRUEL	MANY	0 G S	MANY	0 G S	MANY	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S
#195 QUAGSIRE	MANY	0 G S	MANY	0 G S	MANY	0 G S
#211 GWILFISH	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Route 14



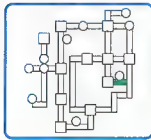
GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#30 NIDORINA	MANY	MANY	MANY	MANY	MANY	MANY
#33 NIDORINO	MANY	MANY	MANY	MANY	MANY	MANY
#113 CHANSEY	FEW	FEW	FEW	FEW	FEW	FEW
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#187 HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#188 SKIPLoom	MANY	MANY	NONE	MANY	MANY	NONE
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY
#142 AERODACTYL	Trade a Chansey to a Trainer for her Aerodactyl.					

## Route 15



GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#30 NIDORINA	MANY	MANY	MANY	MANY	MANY	MANY
#33 NIDORINO	MANY	MANY	MANY	MANY	MANY	MANY
#113 CHANSEY	FEW	FEW	FEW	FEW	FEW	FEW
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#187 HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY

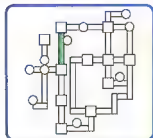
## Route 11



GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#81 MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#96 DROWZEE	MANY	MANY	MANY	MANY	MANY	MANY
#97 HYPNO	MANY	MANY	MANY	MANY	MANY	MANY

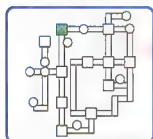


## Route 2



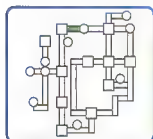
	SILVER			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10 CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11 METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#12 BUTTERFREE	MANY	NONE	NONE	NONE	NONE	NONE
#13 WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14 KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#15 BEEDRILL	NONE	NONE	NONE	MANY	NONE	NONE
#16 PIDGEY	MANY	MANY	NONE	NONE	MANY	NONE
#17 PIDGEOTTO	FEW	FEW	NONE	NONE	FEW	NONE
#25 PIKACHU	FEW	FEW	FEW	FEW	FEW	FEW
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#165 LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE
#166 LEDIAN	NONE	NONE	NONE	FEW	NONE	NONE
#167 SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE
#168 ARIADOS	NONE	NONE	FEW	NONE	NONE	NONE

## Pewter City



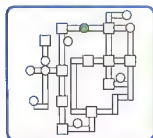
	SILVER			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#78 RAPIDASH	Trade a Gloom to the man in the Pokémon Center for his Rapidash.					

## Route 3



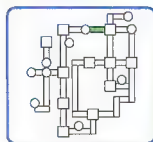
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#23 EKANS	NONE	NONE	NONE	MANY	MANY	MANY
#24 ARBOK	NONE	NONE	NONE	FEW	FEW	FEW
#39 JIGGLYPUFF	MANY	MANY	MANY	MANY	MANY	MANY
#41 ZUBAT	NONE	NONE	MANY	NONE	NONE	MANY

## Mt. Moon



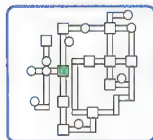
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#27 SANDSHREW	MANY	MANY	MANY	NONE	NONE	NONE
#28 SANDSLASH	FEW	FEW	FEW	NONE	NONE	NONE
#35 CLEFAIRY	FEW	FEW	FEW	FEW	FEW	FEW
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#46 PARAS	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

## Route 4



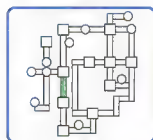
	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	NONE
#23 EKANS	NONE	NONE	NONE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#24 ARBOK	NONE	NONE	NONE	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW
#39 JIGGLYPUFF	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#41 ZUBAT	NONE	NONE	MANY	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	MANY
#118 GOLDEEN	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$
#119 SEAKING	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$
#129 MAGIKARP	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$

## Viridian City



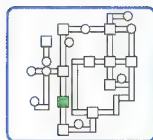
	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#60 POLIWAG	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$
#61 POLIWHIRL	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$
#129 MAGIKARP	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$

## Route 1



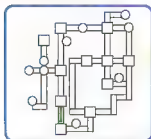
	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	NONE
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#161 SENTRET	MANY	MANY	NONE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	NONE
#162 FURRET	FEW	FEW	NONE	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	NONE
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	MANY

## Pallet Town



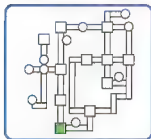
	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOO	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$
#73 TENTACRUEL	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$	MANY	0 G \$
#90 SKELEDER	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$
#129 MAGIKARP	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$
#170 CHINCHOU	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$
#171 LANTURN	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$	NONE	0 G \$

## Route 21



	GOLD								SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT			
#114 TANGELA	MANY		MANY		MANY		MANY		MANY		MANY			
#122 MR. MIME	FEW		NONE		FEW		FEW		NONE		FEW			
#72 TENTACOO	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#73 TENTACRUEL	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#90 SHELLDER	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#170 CHINCHOU	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#171 LANTURN	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Cinnabar Island



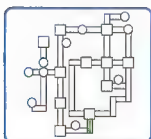
	GOLD								SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT			
#72 TENTACOO	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#73 TENTACRUEL	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#90 SHELLDER	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#170 CHINCHOU	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#171 LANTURN	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Route 20



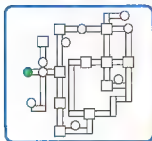
	GOLD								SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT			
#72 TENTACOO	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#73 TENTACRUEL	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#90 SHELLDER	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#170 CHINCHOU	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#171 LANTURN	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Route 19



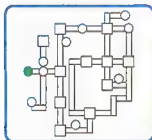
	GOLD								SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT			
#72 TENTACOO	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#73 TENTACRUEL	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#98 KRABBY	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#99 KINGLER	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#120 STARYU	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#222 CORSOLA	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Mt. Silver (1st & 2nd Floors)



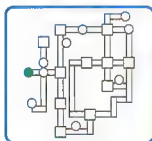
GOLD			SILVER		
ROOMING	DAY	NIGHT	ROOMING	DAY	NIGHT
#42 GOLBAT	FEW	FEW	FEW	FEW	FEW
#55 GOLDOCK	MANY	MANY	MANY	MANY	MANY
#195 QUAGSIRE	MANY	MANY	MANY	MANY	MANY
#200 MISDREAVUS	NONE	NONE	NONE	NONE	MANY
#217 URSARING	MANY	MANY	NONE	NONE	NONE
#232 DONPHAN	NONE	NONE	NONE	MANY	MANY
#246 LARVITAR	FEW	FEW	FEW	FEW	FEW
#118 GOLDEEN	MANY	0 G S	MANY	0 G S	MANY
#119 SEAKING	MANY	0 G S	MANY	0 G S	MANY
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE

## Mt. Silver (Inside 2nd Floor)



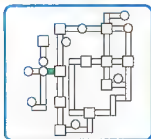
GOLD			SILVER		
ROOMING	DAY	NIGHT	ROOMING	DAY	NIGHT
#42 GOLBAT	MANY	MANY	MANY	MANY	MANY
#55 GOLDOCK	FEW	FEW	FEW	FEW	FEW
#95 ONIX	MANY	MANY	MANY	MANY	MANY
#217 URSARING	MANY	MANY	NONE	NONE	NONE
#232 DONPHAN	NONE	NONE	MANY	MANY	MANY
#246 LARVITAR	FEW	FEW	FEW	FEW	FEW

## Mt. Silver (2nd Floor—Small Room)



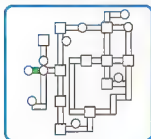
GOLD			SILVER		
ROOMING	DAY	NIGHT	ROOMING	DAY	NIGHT
#42 GOLBAT	FEW	FEW	FEW	FEW	FEW
#55 GOLDOCK	MANY	MANY	MANY	MANY	MANY
#195 QUAGSIRE	MANY	MANY	MANY	MANY	MANY
#200 MISDREAVUS	NONE	NONE	NONE	NONE	MANY
#217 URSARING	MANY	MANY	NONE	NONE	NONE
#232 DONPHAN	NONE	NONE	NONE	MANY	MANY
#246 LARVITAR	FEW	FEW	FEW	FEW	FEW

## Route 22



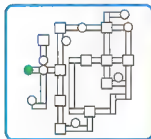
	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE
#22 FEAROW	FEW	FEW	NONE
#77 PONYTA	FEW	FEW	FEW
#84 DODUO	MANY	MANY	NONE
#60 POLIWAG	MANY 0 G S	MANY 0 G S	MANY 0 G S
#61 POLIWHIRL	MANY 0 G S	MANY 0 G S	MANY 0 G S
#129 MAGIKARP	NONE 0 G S	NONE 0 G S	NONE 0 G S

## Route 28



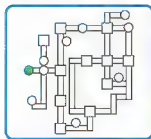
	MORNING	DAY	NIGHT
#77 PONYTA	MANY	MANY	MANY
#78 RAPIDASH	MANY	MANY	MANY
#84 DODUO	FEW	FEW	NONE
#85 DODRIO	FEW	FEW	NONE
#114 TANGELA	MANY	MANY	MANY
#215 SNEASEL	NONE	NONE	MANY
#217 URSARING	MANY	MANY	NONE
#232 DONPHAN	NONE	NONE	MANY
#60 POLIWAG	MANY 0 G S	MANY 0 G S	MANY 0 G S
#61 POLIWHIRL	MANY 0 G S	MANY 0 G S	MANY 0 G S
#129 MAGIKARP	NONE 0 G S	NONE 0 G S	NONE 0 G S

## Mt. Silver



	MORNING	DAY	NIGHT
#77 PONYTA	MANY	MANY	MANY
#78 RAPIDASH	MANY	MANY	MANY
#84 DODUO	FEW	FEW	NONE
#85 DODRIO	FEW	FEW	NONE
#114 TANGELA	MANY	MANY	MANY
#215 SNEASEL	NONE	NONE	MANY
#217 URSARING	MANY	MANY	NONE
#232 DONPHAN	NONE	NONE	MANY
#60 POLIWAG	MANY 0 G S	MANY 0 G S	MANY 0 G S
#61 POLIWHIRL	MANY 0 G S	MANY 0 G S	MANY 0 G S
#129 MAGIKARP	NONE 0 G S	NONE 0 G S	NONE 0 G S

## Silver Cave



	MORNING	DAY	NIGHT
#42 GOLBAT	FEW	FEW	FEW
#75 GRAVELER	MANY	MANY	MANY
#95 ONIX	MANY	MANY	MANY
#217 URSARING	MANY	MANY	NONE
#232 DONPHAN	NONE	NONE	MANY
#246 LARVITAR	FEW	FEW	FEW



AREA	LEVEL	GOLD				SILVER			
		MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	MONDAY
#103 ABRA									TYPE: PSYCHIC PAGE 36
ROUTE 5	12, 14	M	M	M	M	M	M	M	
ROUTE 6	12, 14	M	M	M	M	M	M	M	
ROUTE 8	15	M	M	M	M	M	M	M	
ROUTE 24	9	M	M	M	M	M	M	M	
ROUTE 25	9	M	M	M	M	M	M	M	
ROUTE 34	10	M	M	M	M	M	M	M	
ROUTE 35	10	M	M	M	M	M	M	M	
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	
#142 AERODACTYL									TYPE: ROCK/FLYING PAGE 80
ROUTE 14		TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	
#198 AIPOM									TYPE: NORMAL PAGE 46
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB	HB	
#65 ALAKAZAM									TYPE: PSYCHIC PAGE 36
EVOLVE FROM KADABRA (TRADE)									
#101 AMPHAROS									TYPE: ELECTRIC PAGE 34
EVOLVE FROM FLAFFY (LEV 30)									
#24 ARBOK									TYPE: POISON PAGE 23
ROUTE 3	10	N	M	M	F	F	F	F	
ROUTE 4	10	N	M	M	F	F	F	F	
ROUTE 26	30	N	M	M	F	F	F	F	
ROUTE 27	28	N	M	M	F	F	F	F	
#80 ARCANINE									TYPE: FIRE PAGE 86
EVOLVE FROM GROWLITHE (FIRE STONE)									
#108 ARIADOS									TYPE: BUG/POISON PAGE 17
ROUTE 2	7	F	F	F	N	N	N	N	
#144 ARTICUNO									TYPE: ICE/FLYING PAGE 69
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N	N	
#184 AZUMARILL									TYPE: WATER PAGE 49
EVOLVE FROM MARILL (LEV 18)									
#153 BAYLEEF									TYPE: GRASS PAGE 9
EVOLVE FROM CHIKORITA (LEV 16)									
#15 BEEDRILL									TYPE: BUG/POISON PAGE 14
JOHTO (HEADBUTT)	10	N	N	N	HB	HB	HB	HB	
ROUTE 2	7	N	N	N	M	M	M	M	
NATIONAL PARK	12-15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	
#182 BELLOSSOM									TYPE: GRASS PAGE 16
EVOLVE FROM GLOOM (SUN STONE)									
#59 BELLSPOUT									TYPE: GRASS/POISON PAGE 28
ROUTE 5	13	M	M	M	M	M	M	M	
ROUTE 6	13	M	M	M	M	M	M	M	
ROUTE 24	8, 10	M	M	M	M	M	M	M	
ROUTE 24	10	N	N	F	M	M	M	M	
ROUTE 25	10	M	M	F	M	M	M	M	
ROUTE 31	3	M	M	M	M	M	M	M	
ROUTE 37	6	M	M	M	M	M	M	M	
ROUTE 44	22	M	M	M	M	M	M	M	

AREA	LEVEL	GOLD				SILVER			
		MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	MONDAY
#8 BLASTOISE									TYPE: WATER PAGE 83
EVOLVE FROM WARTORTLE (LEV 36)		MUST BE TRADED FROM RED, BLUE OR YELLOW	N	N	N	N	N	N	
#242 BLISSEY									TYPE: NORMAL PAGE 78
EVOLVE FROM CHANSEY (FRIENDSHIP)									
#1 BULBASAU									TYPE: GRASS/POISON PAGE 81
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N	N	
#12 BUTTERFREE									TYPE: BUG/FLYING PAGE 14
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N	N	
ROUTE 2	7	M	N	N	N	N	N	N	
NATIONAL PARK	12-15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	
#10 CATERPIE									TYPE: BUG PAGE 16
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N	N	
ROUTE 2	3	M	M	N	N	N	N	N	
ROUTE 30	3, 4	M	M	N	N	N	N	N	
ROUTE 31	4, 5	M	M	N	N	N	N	N	
ILEX FOREST	5, 6	M	M	N	N	N	N	N	
NATIONAL PARK	10, 12	M	N	N	M	M	M	M	
NATIONAL PARK	10	N	M	N	N	N	N	N	
NATIONAL PARK	7-10	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	
#113 CHANSEY									TYPE: NORMAL PAGE 76
ROUTE 13	25	F	F	F	F	F	F	F	
ROUTE 14	25	F	F	F	F	F	F	F	
ROUTE 15	25	F	F	F	F	F	F	F	
#6 CHARIZARD									TYPE: FIRE/FLYING PAGE 82
EVOLVE FROM CHARMELEON (LEV 36)		MUST BE TRADED FROM RED, BLUE OR YELLOW	N	N	N	N	N	N	
#4 CHARMANDER									TYPE: FIRE PAGE 82
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N	N	
#5 CHARMELEON									TYPE: FIRE PAGE 82
EVOLVE FROM CHARMANDER (LEV 16)		MUST BE TRADED FROM RED, BLUE OR YELLOW	N	N	N	N	N	N	
#102 CHIKORITA									TYPE: GRASS PAGE 9
NEW BARR TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	
#170 CHINCHOU									TYPE: WATER/ELECTRIC PAGE 63
ROUTE 20	20, 40	R	R	R	R	R	R	R	
ROUTE 21	20, 40	R	R	R	R	R	R	R	
ROUTE 26	20, 40	R	R	R	R	R	R	R	
ROUTE 27	20, 40	R	R	R	R	R	R	R	
ROUTE 41	20, 40	R	R	R	R	R	R	R	
OLIVINE CITY (RAY)	20, 40	R	R	R	R	R	R	R	
VERMILION CITY	20, 40	R	R	R	R	R	R	R	
VERMILION CITY (RAY)	20, 40	R	R	R	R	R	R	R	
CHIMBARA TOWN	20, 40	R	R	R	R	R	R	R	
PALLET TOWN	20, 40	R	R	R	R	R	R	R	
NEW BARR TOWN	20, 40	R	R	R	R	R	R	R	
#96 CLEFABLE									TYPE: NORMAL PAGE 20
EVOLVE FROM CLEFAIRY (MOON STONE)									
#35 CLEFAIRY									TYPE: NORMAL PAGE 20
MT. MOON	8	F	F	F	F	F	F	F	

AREA	LEVEL	GOLD	SILVER
		MONDAY	TUESDAY

#173 CLEFFA	TYPE: NORMAL	PAGE 20
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MUST HATCH AT POKÉMON BREEDING CENTER

#91 CLOYSTER	TYPE: WATER/ICE	PAGE 61
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EVOLVE FROM SHELLDER (WATER STONE)

#222 CORSOLA	TYPE: WATER/ROCK	PAGE 62
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ROUTE 19	20, 40	R	R	N	R	R	N
ROUTE 34	20, 40	R	R	N	R	R	N
ROUTE 40	20, 40	R	R	N	R	R	N
OLIVINE CITY	20, 40	R	R	N	R	R	N
CLAMWOOD CITY	20, 40	R	R	N	R	R	N
UNION CAVE B2	20, 40	R	R	N	R	R	N
CEURILEAN CITY (GYM)	20, 40	R	R	N	R	R	N
CHERRY GROVE CITY	20, 40	R	R	N	R	R	N

#189 CROBAT	TYPE: POISON/FLYING	PAGE 19
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EVOLVE FROM GOLBAT (FRIENDSHIP)

#150 CROCONAW	TYPE: WATER	PAGE 11
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EVOLVE FROM TOTODILE (LEV 16)

#104 CUBONE	TYPE: GROUND	PAGE 73
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ROCK TUNNEL B1	10, 13	M	M	M	M	M	M
ROCK TUNNEL B2	12	M	M	M	M	M	M

#126 CYNDQUIL	TYPE: FIRE	PAGE 10
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NEW BARK TOWN 5 EVENT EVENT EVENT EVENT EVENT EVENT

#225 DELIBIRD	TYPE: ICE/FLYING	PAGE 69
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ICE PATH 1F	22	N	N	N	M	M	M
ICE PATH 1B	22	N	N	N	M	M	M
ICE PATH B2	23	N	N	N	M	M	M
ICE PATH B3	24	N	N	N	M	M	M

#87 DEWGONG	TYPE: WATER/ICE	PAGE 64
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EVOLVE FROM SEEL (LEV 34)

#90 DIGLETT	TYPE: GROUND	PAGE 49
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DIGLETT'S CAVE 13, 15, 17, 19 M M M M M M M

#132 DITTO	TYPE: NORMAL	PAGE 37
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ROUTE 34	10	F	F	F	F	F	F
ROUTE 35	10	F	F	F	F	F	F

#85 DODRIO	TYPE: NORMAL/FLYING	PAGE 72
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ROUTE 26	30	F	F	N	N	N	N
ROUTE 27	30	N	N	N	F	F	N
ROUTE 28	43	F	F	N	F	F	N
MT. SILVER	43	F	F	N	F	F	N

#84 DODUO	TYPE: NORMAL/FLYING	PAGE 72
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ROUTE 22	4	M	M	N	M	M	N
ROUTE 26	28, 30	M	M	N	F	F	N
ROUTE 26	30	N	N	N	N	N	M
ROUTE 27	28, 30	M	M	N	M	M	N
ROUTE 28	41	F	F	N	F	F	N
MT. SILVER	41	F	F	N	F	F	N

AREA	LEVEL	GOLD	SILVER
		MONDAY	TUESDAY

#282 DONPHAN	TYPE: GROUND	PAGE 71
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ROUTE 28	40	N	N	N	M	M	M
SILVER CAVE	44	N	N	N	M	M	M
MT. SILVER W-2F	47	N	N	N	M	M	M
MT. SILVER 2F (SMALL ROOM)	47	N	N	N	M	M	M
MT. SILVER 2F	50	N	N	N	M	M	M
MT. SILVER	42	N	N	N	M	M	M
VICTORY ROAD	33	N	N	N	M	M	M

#148 DRAGONAIR	TYPE: DRAGON	PAGE 87
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ROUTE 45	10	R	R	R	R	R	R
DRAGON'S DEN	40	R	R	R	R	R	R

#148 DRAGONITE	TYPE: DRAGON/FLYING	PAGE 87
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EVOLVE FROM DRAGONAIR (LEV 55)

#147 DRATINI	TYPE: DRAGON	PAGE 87
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ROUTE 45	10, 10	R	R	R	R	R	R
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
DRAGON'S DEN	20, 40	R	R	R	R	R	R
DRAGON'S DEN	10-14	M	M	M	M	M	M

#80 DROWZEE	TYPE: PSYCHIC	PAGE 55
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ROUTE 11	14, 16	M	M	M	M	M	M
ROUTE 34	10, 12	M	M	M	M	M	M
ROUTE 35	14	M	M	M	M	M	M

#01 DUGTRIO	TYPE: GROUND	PAGE 49
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DIGLETT'S CAVE 19, 24, 29 M M M M M M M

#200 DUNSPARCE	TYPE: NORMAL	PAGE 23
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DARK CAVE (BLACKTHORN CITY SIDE)	2-4	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	4	M	M	M	M	M	M

#133 EEEVEE	TYPE: NORMAL	PAGE 66
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GOLDENROD CITY	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
CELANOD CITY (GAME CORNER)	15	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE

#28 EKANS	TYPE: POISON	PAGE 31
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ROUTE 3	8	N	N	N	M	M	M
ROUTE 4	8	N	N	N	M	M	M
ROUTE 32	4	N	N	N	M	M	M
ROUTE 33	7	N	N	N	M	M	M
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	N	N	N

#125 ELECTABUZZ	TYPE: ELECTRIC	PAGE 56
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ROUTE 10	15	F	N	F	F	N	F
ROUTE 10	15, 17	N	M	N	N	N	N

#101 ELECTRODE	TYPE: ELECTRIC	PAGE 46
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MAHOGANY TOWN (HIDEOUT 82) 23 EVENT EVENT EVENT EVENT EVENT EVENT

#239 ELEKID	TYPE: ELECTRIC	PAGE 54
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MUST HATCH AT A POKÉMON BREEDING CENTER

#244 ENTEI	TYPE: FIRE	PAGE 86
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JOHTO 40 RANDOM APPEARANCES AROUND JOHTO

AREA	LEVEL	GOLD				SILVER			
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY

## #180 ESPEON TYPE: PSYCHIC PAGE 67

EVOLVE FROM REVEE (FRIENDSHIP)

## #102 EXEGGCUTE TYPE: GRASS/PSYCHIC PAGE 41

JOHTO (HEADBUTT) 10 NB NB NB NB NB NB

## #103 EXEGGUTOR TYPE: GRASS/PSYCHIC PAGE 41

EVOLVE FROM EXEGGCUTE (LEAF STONE)

## #89 FARFETCH'D TYPE: NORMAL/FLYING PAGE 59

ROUTE 36 16 M M M M M M

ROUTE 39 16 M M M M M M

## #22 FEAROW TYPE: NORMAL/FLYING PAGE 13

ROUTE 9 15 F F F F F F

ROUTE 10 18 M M M M M M

ROUTE 16 27, 29 M M M M M M

ROUTE 17 28, 30 M M M M M M

ROUTE 18 27, 29 M M M M M M

ROUTE 22 7 F F F F F F

## #180 FERALIGATR TYPE: WATER PAGE 11

EVOLVE FROM CROCONAW (LEV 30)

## #180 FLAAFFY TYPE: ELECTRIC PAGE 24

ROUTE 42 15, 17 M M M M M M

ROUTE 43 15 M M M M M M

ROUTE 43 15, 17 M M M M M M

## #138 FLAREON TYPE: FIRE PAGE 67

EVOLVE FROM REVEE (FIRE STONE)

## #285 FORRETRESS TYPE: BUG/STEEL PAGE 37

EVOLVE FROM PINICO (LEV 31)

## #102 FURRET TYPE: NORMAL PAGE 14

ROUTE 1 6 F F F F F F

## #82 GASTLY TYPE: GHOST/POISON PAGE 26

TIN TOWER 2F-9F 20-22 M M M M M M

SPROUT TOWER 2F-3F 3-6 M M M M M M

## #84 GENGAR TYPE: GHOST/POISON PAGE 26

EVOLVE FROM PAUNTER (TRADE)

## #74 GEODUDE TYPE: ROCK/GROUND PAGE 18

ROUTE 45 23 M M M M M M

ROUTE 46 2, 3 M M M M M M

ROUTE 46 2-4 M M M M M M

ROCK TUNNEL B1 10 M M M M M M

ROCK TUNNEL B2 12 M M M M M M

MT. MOON 10 M M M M M M

DARK CAVE (VIOLET CITY SIDE) 2-4 M M M M M M

DARK CAVE (BLACKTHORN CITY SIDE) 23 M M M M M M

MT. MORTAR 1F (INSIDE) 15, 15 M M M M M M

MT. MORTAR 1F 2F 14 F F F F F F

MT. MORTAR 2F (INSIDE) 31 M M M M M M

MT. MORTAR B1 16 F F F F F F

MAHOGANY TOWN (HIDEOUT B1) 21 TRAP TRAP TRAP TRAP TRAP

UNION CAVE 1F 6 M M M M M M

AREA	LEVEL	GOLD				SILVER			
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY

## UNION CAVE B1 8 M M M M M M

## UNION CAVE B2 21 M M M M M M

## #282 GIRAFARIG TYPE: NORMAL/PSYCHIC PAGE 54

ROUTE 43 15 M M M M M M

## #202 GLIGAR TYPE: GROUND/FLYING PAGE 69

ROUTE 45 24 M M M M M M

## #44 GLOOM TYPE: GRASS/POISON PAGE 34

ROUTE 5 15 N N M M N M

## #42 GOLBAT TYPE: POISON/FLYING PAGE 19

WHIRL ISLANDS 1F 23 F F F F F F

WHIRL ISLANDS B1 24 F F F F F F

WHIRL ISLANDS B2 24 F F F F F F

WHIRL ISLANDS B3 23 F F F F F F

WHIRL ISLANDS B4 25 F F F F F F

DARK CAVE (BLACKTHORN CITY SIDE) 23 F F F F F F

ICE PATH 1F 22 M M M M M M

ICE PATH B1 22 M M M M M M

ICE PATH B2 23 M M M M M M

ICE PATH B3 24 M M M M M M

SILVER CAVE 1F 45 F F F F F F

SILVER CAVE 1F-2F 48 F F F F F F

SILVER CAVE 2F 48 F F F F F F

SILVER CAVE 2F (INSIDE) 48, 51 M M M M M M

MT. MORTAR 2F (INSIDE) 38 F F F F F F

VICTORY ROAD 32 M M M M M M

UNION CAVE B2 22 M M M M M M

TOJOU FALLS 22 M M M M M M

SLOWPOKE WELL B2 23 F F F F F F

## #118 GOLDEEN TYPE: WATER PAGE 32

ROUTE 4 10, 20, 40 R R R R R R

ROUTE 4 5-14 M M M M M M

ROUTE 9 10, 20, 40 R R R R R R

ROUTE 9 10-19 M M M M M M

ROUTE 10 10, 20, 40 R R R R R R

ROUTE 10 10-19 M M M M M M

ROUTE 24 10, 20, 40 R R R R R R

ROUTE 24 5-14 M M M M M M

ROUTE 25 10, 20, 40 R R R R R R

ROUTE 25 5-14 M M M M M M

ROUTE 42 10, 20, 40 R R R R R R

ROUTE 42 15-24 M M M M M M

DARK CAVE (VIOLET CITY SIDE) 10, 20, 40 R R R R R R

DARK CAVE (BLACKTHORN CITY SIDE) 10, 20, 40 R R R R R R

SILVER CAVE 1F-2F 10, 20, 40 R R R R R R

SILVER CAVE 1F-2F 35-39 M M M M M M

MT. MORTAR 1F-2F 10, 20, 40 R R R R R R

MT. MORTAR 1F 2F 15-24 M M M M M M

MT. MORTAR 2F (INSIDE) 10, 20, 40 R R R R R R

MT. MORTAR 2F (INSIDE) 20-29 M M M M M M

MT. MORTAR B1 10, 20, 40 R R R R R R

MT. MORTAR B1 15-24 M M M M M M

UNION CAVE 1F 10, 20, 40 R R R R R R

UNION CAVE B1 10, 20, 40 R R R R R R

TOJOU FALLS 10, 20, 40 R R R R R R

TOJOU FALLS 20-24 M M M M M M

CERULEAN CITY 10, 20, 40 R R R R R R

CERULEAN CITY 5-14 M M M M M M

SLOWPOKE WELL B1 10, 20, 40 R R R R R R

SLOWPOKE WELL B2 10, 20, 40 R R R R R R

## #55 GOLDOCK TYPE: WATER PAGE 51

ROUTE 6 10-14 M M M M M M

ROUTE 35 20-24 M M M M M M

ALEX FOREST 15-19 M M M M M M

AREA	LEVEL	GOLD				SILVER			
		MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	MONDAY
SILVER CAVE 1F-2F	40	M	M	M	M	M	M	M	M
SILVER CAVE 2F	40	M	M	M	M	M	M	M	M
SILVER CAVE (DEEP)	51	F	F	F	F	F	F	F	F

#176	<b>GOLEM</b>	TYPE: ROCK/GROUND	PAGE 18
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EVOLVE FROM GRAVELER (TRADE)

#210	<b>GRANBULL</b>	TYPE: NORMAL	PAGE 47
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EVOLVE FROM SNURBULL (LEV 23)

#175	<b>GRAVELER</b>	TYPE: ROCK/GROUND	PAGE 18
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ROUTE 45	23, 25, 27	M	M	M	M	M	M	M	M
ROUTE 45	23-25	M	M	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	25	M	M	M	M	M	M	M	M
SILVER CAVE 1F	43	M	M	M	M	M	M	M	M
MT. MOHTAR 2F (INSIDE)	31	M	M	M	M	M	M	M	M
VICTORY ROAD	32	M	M	M	M	M	M	M	M

#88	<b>GRIMER</b>	TYPE: POISON	PAGE 45
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ROUTE 16	26, 28	M	M	M	M	M	M	M	M
ROUTE 16	26-28	M	M	M	M	M	M	M	M
ROUTE 17	27, 29	M	M	M	M	M	M	M	M
ROUTE 17	29	M	M	M	M	M	M	M	M
ROUTE 17	27-29	M	M	M	M	M	M	M	M
ROUTE 18	26, 28	M	M	M	M	M	M	M	M
ROUTE 18	26-28	M	M	M	M	M	M	M	M
CEADON CITY	15-24	M	M	M	M	M	M	M	M

#84	<b>GROWLITHE</b>	TYPE: FIRE	PAGE 46
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ROUTE 7	15, 18	M	M	M	M	M	M	M	M
ROUTE 7	15, 18	M	M	M	M	M	M	M	M
ROUTE 8	18	M	M	M	F	M	M	M	M
ROUTE 36	13, 15	M	M	M	M	M	M	M	M
ROUTE 36	13	M	M	M	M	M	M	M	M
ROUTE 37	14, 16	M	M	M	M	M	M	M	M
ROUTE 37	14	M	M	M	M	M	M	M	M

#130	<b>GYARADOS</b>	TYPE: WATER/FLYING	PAGE 32
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LAKE OF RAGE	20, 40	M	M	M	M	M	M	M	M
LAKE OF RAGE	15-19	M	M	M	M	M	M	M	M
FUCHSIA CITY	20, 40	M	M	M	M	M	M	M	M
LAKE OF RAGE	30	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#131	<b>HAUNTER</b>	TYPE: GHOST/POISON	PAGE 26
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ROUTE 8	20	M	M	M	M	M	M	M	M
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#214	<b>HERACROSS</b>	TYPE: BUG/FIGHTING	PAGE 44
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JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB	HB	HB
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#107	<b>HITMONCHAN</b>	TYPE: FIGHTING	PAGE 57
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EVOLVE FROM TYROQUE (LEV 20) [ATTACK-DEFENSE]

#108	<b>HITMONLEE</b>	TYPE: FIGHTING	PAGE 57
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EVOLVE FROM TYROQUE (LEV 20) [ATTACK-DEFENSE]

#237	<b>HITMONTOP</b>	TYPE: FIGHTING	PAGE 57
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EVOLVE FROM TYROQUE (LEV 20) [ATTACK-DEFENSE]

#258	<b>HO-OH</b>	TYPE: FIRE/FLYING	PAGE 69
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TIN TOWER ROOF	48	EVENT	EVENT	EVENT	M	M	M	M	M
TIN TOWER ROOF	70	M	M	M	EVENT	EVENT	EVENT	EVENT	EVENT

AREA	LEVEL	GOLD				SILVER			
		MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	MONDAY

#163	<b>HOOTHOOT</b>	TYPE: NORMAL/FLYING	PAGE 14
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ROUTE 1	2-4	M	M	M	M	M	M	M	M
ROUTE 2	3, 5	M	M	M	M	M	M	M	M
ROUTE 29	2-4	M	M	M	M	M	M	M	M
ROUTE 30	4	M	M	M	M	M	M	M	M
ROUTE 30	2, 4	M	M	M	M	M	M	M	M
ROUTE 31	5	M	M	M	M	M	M	M	M
ROUTE 31	3, 5	M	M	M	M	M	M	M	M
ROUTE 35	14	M	M	F	M	M	M	M	M
ROUTE 36	13, 15	M	M	M	M	M	M	M	M
ROUTE 37	15	M	M	M	M	M	M	M	M
ROUTE 37	13, 15	M	M	M	M	M	M	M	M
NATIONAL PARK	10, 12, 14	M	M	M	M	M	M	M	M

#187	<b>HOPPIP</b>	TYPE: GRASS/FLYING	PAGE 29
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ROUTE 13	22, 24	M	M	M	M	M	M	M	M
ROUTE 14	24	M	M	M	M	M	M	M	M
ROUTE 15	22, 24	M	M	M	M	M	M	M	M
ROUTE 32	6	M	M	M	M	M	M	M	M
ROUTE 33	6, 8	M	M	M	M	M	M	M	M

#116	<b>HORSEA</b>	TYPE: WATER	PAGE 48
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WHIRL ISLANDS 1F	20, 40	M	M	M	M	M	M	M	M
WHIRL ISLANDS 1F	15-19	M	M	M	M	M	M	M	M
WHIRL ISLANDS 2F	20, 40	M	M	M	M	M	M	M	M
WHIRL ISLANDS 2F	15-19	M	M	M	M	M	M	M	M
WHIRL ISLANDS 3F	20, 40	M	M	M	M	M	M	M	M
WHIRL ISLANDS 3F	15-19	M	M	M	M	M	M	M	M
WHIRL ISLANDS 4F	20, 40	M	M	M	M	M	M	M	M
WHIRL ISLANDS 4F	15-19	M	M	M	M	M	M	M	M

#223	<b>HOUNDOOM</b>	TYPE: DARK/FIRE	PAGE 75
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EVOLVE FROM HOUNDOUR (LEV 24)

#228	<b>HOUNDOUR</b>	TYPE: DARK/FIRE	PAGE 75
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ROUTE 7	15	M	M	F	M	M	M	M	M
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#91	<b>HYPNO</b>	TYPE: PSYCHIC	PAGE 15
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ROUTE 11	16	M	M	M	M	M	M	M	M
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#104	<b>IGGLYBUFF</b>	TYPE: NORMAL	PAGE 21
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MUST WATCH AT POKÉMON EXCEEDING CENTER

#12	<b>IVYSAUR</b>	TYPE: GRASS/POISON	PAGE 81
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EVOLVE FROM BULBASAUR (LEV 16) (ONST AS TRADED FROM RED, BLUE OR YELLOW)

		M	M	M	M	M	M	M	M
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#35	<b>JIGGLYPUFF</b>	TYPE: NORMAL	PAGE 21
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ROUTE 3	6	M	M	M	M	M	M	M	M
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ROUTE 4	6	M	M	M	M	M	M	M	M
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#139	<b>JOLTEON</b>	TYPE: ELECTRIC	PAGE 66
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EVOLVE FROM ZEEVEE (THUNDER STONE)

#180	<b>JUMPLUFF</b>	TYPE: GRASS/FLYING	PAGE 29
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EVOLVE FROM SKIPLOOM (LEV 27)

#124	<b>JYNX</b>	TYPE: ICE/PSYCHIC	PAGE 56
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ICE PATH 18	22	F	N	F	F	F	N	F	F
ICE PATH 1F	20, 22	N	M	M	M	M	M	M	M
ICE PATH 01	22	F	N	F	F	F	N	F	F
ICE PATH 01	20, 22	M	M	M	M	M	M	M	M
ICE PATH 02	23	F	N	F	F	F	N	F	F



AREA	LEVEL	GOLD				SILVER			
		ROARING	DAY	NIGHT	ROARING	DAY	NIGHT	DAY	NIGHT
ICE PATH B2	21, 23	M	M	N	N	M	M		
ICE PATH B3	24	F	N	F	F	M	F		
ICE PATH B3	22, 24	N	M	N	M	M	M		

## #140 KABUTO

TYPE: ROCK/WATER PAGE 79

MUST BE TRADED FROM RED, BLUE OR YELLOW

## #141 KABUTOPS

TYPE: ROCK/WATER PAGE 79

EVOLVE FROM KABUTO (LEV 40)

WIND-8 (TRADE: AQUA REP, BLUE OR YELLOW)

## #64 KADABRA

TYPE: PSYCHIC PAGE 36

ROUTE 8	15	F	F	F	F	F	F		
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## #16 KAKUNA

TYPE: BUG/POISON PAGE 14

JOHTO (HEADBUTT)	10	M	N	N	N	HB	HB	HB	HB
ROUTE 2	5	M	N	N	N	M	M	M	M
ROUTE 30	4	M	N	N	N	M	M	M	M
ROUTE 30	4, 5	M	N	N	N	M	M	M	M
ROUTE 31	5	M	N	N	N	M	M	M	M
ROUTE 31	5, 6	M	N	N	N	M	M	M	M
ILEX FOREST	6	M	N	N	N	M	M	M	M
ILEX FOREST	5, 6	M	N	N	N	M	M	M	M
NATIONAL PARK	10	M	N	N	N	M	M	M	M
NATIONAL PARK	9-10	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

## #115 KANGASKHAN

TYPE: NORMAL PAGE 74

ROCK TUNNEL B2	14	F	F	F	F	F	F		
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## #239 KINGDRA

TYPE: WATER/DRAGON PAGE 68

EVOLVE FROM SEADRA (TRADE: DRAGON SCALE)

## #90 KINGLER

TYPE: WATER PAGE 60

ROUTE 19	40	R	R	R	R	R	R		
ROUTE 34	40	R	R	R	R	R	R		
ROUTE 40	40	R	R	R	R	R	R		
OLIVINE CITY	40	R	R	R	R	R	R		
WHIRL ISLANDS 1F	40	R	R	R	R	R	R		
WHIRL ISLANDS B2	40	R	R	R	R	R	R		
WHIRL ISLANDS B3	40	R	R	R	R	R	R		
WHIRL ISLANDS B4	40	R	R	R	R	R	R		
CLANWOOD CITY	40	R	R	R	R	R	R		
UNION CAVE B2	40	R	R	R	R	R	R		
CERULEAN CITY (GYM)	40	R	R	R	R	R	R		
CHERRY GROVE CITY	40	R	R	R	R	R	R		

## #109 KOFFING

TYPE: POISON PAGE 61

MAHOJANG TOWN (HIDEOUT B1)	21	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP		
BURNED TOWER 1F	14, 16	M	M	M	M	M	M		
BURNED TOWER B1	14, 16	M	M	M	M	M	M		

## #88 KRABBY

TYPE: WATER PAGE 66

JOHTO	15	RS	RS	RS	RS	RS	RS		
ROUTE 19	10, 20, 40	R	R	R	R	R	R		
ROUTE 34	10, 20, 40	R	R	R	R	R	R		
ROUTE 40	10, 20, 40	R	R	R	R	R	R		
OLIVINE CITY	10, 20, 40	R	R	R	R	R	R		
WHIRL ISLANDS 1F	10, 20, 40	R	R	R	R	R	R		
WHIRL ISLANDS B1	22, 24	M	M	M	M	M	M		
WHIRL ISLANDS B2	23, 25	M	M	M	M	M	M		
WHIRL ISLANDS B3	10, 20, 40	R	R	R	R	R	R		
WHIRL ISLANDS B4	10, 20, 40	R	R	R	R	R	R		
CLANWOOD CITY	10, 20, 40	R	R	R	R	R	R		

AREA	LEVEL	GOLD				SILVER			
		ROARING	DAY	NIGHT	ROARING	DAY	NIGHT	DAY	NIGHT
UNION CAVE B2	10, 20, 40	R	R	R	R	R	R		
CERULEAN CITY (GYM)	10, 20, 40	R	R	R	R	R	R		
CHERRY GROVE CITY	10, 20, 40	R	R	R	R	R	R		

## #171 LANTURN

TYPE: WATER/ELECTRIC PAGE 63

ROUTE 20	40	R	R	R	R	R	R		
ROUTE 21	40	R	R	R	R	R	R		
ROUTE 26	40	R	R	R	R	R	R		
ROUTE 27	40	R	R	R	R	R	R		
ROUTE 41	40	R	R	R	R	R	R		
OLIVINE CITY (BAY)	40	R	R	R	R	R	R		
VERMILION CITY	40	R	R	R	R	R	R		
VERMILION CITY (BAY)	40	R	R	R	R	R	R		
CHINABAR ISLAND	40	R	R	R	R	R	R		
PALLET TOWN	40	R	R	R	R	R	R		
NEW BARK TOWN	40	R	R	R	R	R	R		

## #131 LAPRAS

TYPE: WATER/ICE PAGE 78

UNION CAVE B2	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT		
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## #248 LARVITAR

TYPE: ROCK/GROUND PAGE 55

SILVER CAVE	15, 20	F	F	F	F	F	F		
Mt. SILVER 1F-2F	15, 20	F	F	F	F	F	F		
Mt. SILVER 2F (SMALL ROOM)	15, 20	F	F	F	F	F	F		
Mt. SILVER 2F	15, 20	F	F	F	F	F	F		

## #166 LEDIAN

TYPE: BUG/FLYING PAGE 17

ROUTE 2	7	N	N	N	N	F	N		
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## #185 LEDYBA

TYPE: BUG/FLYING PAGE 17

ROUTE 2	3	N	N	N	N	N	N		
ROUTE 30	3	N	N	N	N	N	N		
ROUTE 31	4	N	N	N	N	N	N		
ROUTE 37	13, 15	N	N	N	N	N	N		

## #188 LICKITUNG

TYPE: NORMAL PAGE 65

ROUTE 44	24, 26	M	M	M	M	M	M		
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## #249 LUGIA

TYPE: PSYCHIC/FLYING PAGE 89

WHIRL ISLANDS B4	70	EVENT	EVENT	EVENT	N	N	N		
WHIRL ISLANDS B4	40	N	N	N	EVENT	EVENT	EVENT		

## #65 MACHOP

TYPE: FIGHTING PAGE 52

EVOLVE FROM MACHOKE (TRADE)

## #67 MACHOKE

TYPE: FIGHTING PAGE 52

ROCK TUNNEL B1	14	F	F	F	F	F	F		
ROCK TUNNEL 2F (INSIDE)	32	M	M	M	M	M	M		

## #85 MACHOP

TYPE: FIGHTING PAGE 52

ROCK TUNNEL B1	12	M	M	M	N	M	M		
GOLDENROD CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE		
Mt. MORTAR 1F (INSIDE)	13, 15	M	M	M	M	M	M		
Mt. MORTAR 1F-2F	14	M	M	M	M	M	M		
Mt. MORTAR 2F (INSIDE)	28	F	F	F	F	F	F		
Mt. MORTAR B1	16	M	M	M	M	M	M		

## #240 MAGBY

TYPE: FIRE PAGE 15

MUST HATCH AT POKEMON BREEDING CENTER

## #219 MACARGO

TYPE: FIRE/ROCK PAGE 16







EVOLVE FROM SLUGMA (LEV 38)



AREA	LEVEL	GOLD				SILVER			
		MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	MONDAY
#129 MAGIKARP		TYPE: WATER				PAGE 32			
ROUTE 4	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 6	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 9	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 10	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 12	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 13	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 19	10, 20	R	R	R	R	R	R	R	R
ROUTE 20	10, 20	R	R	R	R	R	R	R	R
ROUTE 21	10, 20	R	R	R	R	R	R	R	R
ROUTE 22	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 24	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 25	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 26	10, 20	R	R	R	R	R	R	R	R
ROUTE 27	10, 20	R	R	R	R	R	R	R	R
ROUTE 28	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 30	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 31	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 32	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 34	10, 20	R	R	R	R	R	R	R	R
ROUTE 35	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 40	10, 20	R	R	R	R	R	R	R	R
ROUTE 41	10, 20	R	R	R	R	R	R	R	R
ROUTE 42	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 43	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 45	10-24	M	M	M	M	M	M	M	M
ROUTE 44	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 45	10, 20, 40	R	R	R	R	R	R	R	R
ROUTE 45	5-9	M	M	M	M	M	M	M	M
ROUTE 45	15-24	M	M	M	M	M	M	M	M
OLIVE CITY	10, 20	R	R	R	R	R	R	R	R
OLIVE CITY (BAY)	10, 20	R	R	R	R	R	R	R	R
REINS OF A.P.H.	10, 20, 40	R	R	R	R	R	R	R	R
LAKE OF RAGE	10, 20, 40	R	R	R	R	R	R	R	R
LAKE OF RAGE	10-19	M	M	M	M	M	M	M	M
WHIRL ISLANDS IF	10, 20	R	R	R	R	R	R	R	R
WHIRL ISLANDS B2	10, 20	R	R	R	R	R	R	R	R
WHIRL ISLANDS B3	10, 20	R	R	R	R	R	R	R	R
WHIRL ISLANDS B4	10, 20	R	R	R	R	R	R	R	R
ILEX FOREST	10, 20, 40	R	R	R	R	R	R	R	R
ECRUTEAK CITY	10, 20, 40	R	R	R	R	R	R	R	R
VIOLET CITY	10, 20, 40	R	R	R	R	R	R	R	R
VERMILION CITY	10, 20	R	R	R	R	R	R	R	R
VERMILION CITY (BAY)	10, 20	R	R	R	R	R	R	R	R
DARK CAVE (VIOLET CITY SIDE)	10, 20, 40	R	R	R	R	R	R	R	R
DARK CAVE (VIOLET CITY SIDE)	5-19	M	M	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	10, 20, 40	R	R	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	5-19	M	M	M	M	M	M	M	M
CINABAR ISLAND	10, 20	R	R	R	R	R	R	R	R
SILVER CAVE IF-2F	10, 20, 40	R	R	R	R	R	R	R	R
MT. SILVER	10, 20, 40	R	R	R	R	R	R	R	R
MT. MORTAR IF-2F	10, 20, 40	R	R	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	10, 20, 40	R	R	R	R	R	R	R	R
MT. MORTAR B1	10, 20, 40	R	R	R	R	R	R	R	R
FUCHSIA CITY	10, 20, 40	R	R	R	R	R	R	R	R
CLASHIA CITY	10-24	M	M	M	M	M	M	M	M
CLASHIA CITY	10, 20	R	R	R	R	R	R	R	R
UNION CAVE IF	10, 20, 40	R	R	R	R	R	R	R	R
UNION CAVE B1	10, 20, 40	R	R	R	R	R	R	R	R
UNION CAVE B2	10, 20	R	R	R	R	R	R	R	R
TORINO FALLS	10, 20, 40	R	R	R	R	R	R	R	R
VERIDIAN CITY	10, 20, 40	R	R	R	R	R	R	R	R
CERULEAN CITY	10, 20, 40	R	R	R	R	R	R	R	R
CERULEAN CITY (GYM)	10, 20	R	R	R	R	R	R	R	R
BLACKTHORN CITY	10, 20, 40	R	R	R	R	R	R	R	R
BLACKTHORN CITY	5-19	M	M	M	M	M	M	M	M
PALLET TOWN	10, 20	R	R	R	R	R	R	R	R
SCOWPORT WELL B1	10, 20, 40	R	R	R	R	R	R	R	R
SCOWPORT WELL B2	10, 20, 40	R	R	R	R	R	R	R	R
CHERRY GROVE CITY	10, 20	R	R	R	R	R	R	R	R
DRAGON'S DEN	10, 20, 40	R	R	R	R	R	R	R	R
DRAGON'S DEN	10-19	M	M	M	M	M	M	M	M
NEW BARR TOWN	10, 20	R	R	R	R	R	R	R	R

		GOLD				SILVER			
AREA	LEVEL	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	
#128 MAGMAR		TYPE: FIRE				PAGE 35			
BURNED TOWER B1	14	T	M	F	T	N	F	N	
BURNED TOWER B1	16	M	F	N	N	N	F	N	
#81 MAGNEMITE		TYPE: ELECTRIC/STEEL				PAGE 45			
ROUTE 6	15	M	M	M	M	M	M	M	
ROUTE 11	15	M	M	M	M	M	M	M	
ROUTE 38	16	M	M	M	M	M	M	M	
ROUTE 39	16	M	M	M	M	M	M	M	
#82 MAGNETON		TYPE: ELECTRIC/STEEL				PAGE 45			
EVOLVE FROM MAGNEMITE (LEV 30)									
#58 MANKEY		TYPE: FIGHTING				PAGE 50			
ROUTE 9	13	M	M	M	N	N	N	N	
ROUTE 42	15	M	M	M	N	N	N	N	
#228 MANTINE		TYPE: WATER/FLYING				PAGE 71			
ROUTE 41	20-24	M	M	M	N	N	N	N	
#170 MAREEP		TYPE: ELECTRIC				PAGE 24			
ROUTE 32	6	M	M	M	M	M	M	M	
ROUTE 42	13	M	M	M	N	N	N	N	
ROUTE 42	13, 15	N	N	N	M	M	M	M	
ROUTE 43	15	M	M	F	M	M	F	F	
#183 MARILL		TYPE: WATER				PAGE 49			
MT. MORTAR IF-2F	20-24	M	M	N	M	N	N	N	
MT. MORTAR IF-2F	13, 15	M	M	M	M	M	M	M	
MT. MORTAR IF-2F	15	F	F	F	F	F	F	F	
#105 MAROWAK		TYPE: GROUND				PAGE 73			
ROCK TUNNEL B2	14	F	F	F	F	F	F	F	
#154 MEGANIUM		TYPE: GRASS				PAGE 9			
EVOLVE FROM RAYLEAF (LEV 32)									
#52 MEOWTH		TYPE: NORMAL				PAGE 50			
ROUTE 5	14	N	N	N	M	M	M	M	
ROUTE 6	14	N	N	N	M	M	M	M	
ROUTE 7	17	N	N	N	M	M	M	M	
ROUTE 8	17	N	N	N	M	M	M	M	
ROUTE 38	16	N	N	N	M	M	M	M	
ROUTE 39	16	N	N	N	M	M	M	M	
#11 METAPOD		TYPE: BUG				PAGE 16			
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N	N	
ROUTE 2	5	M	M	N	M	N	N	N	
ROUTE 30	4	M	N	N	N	N	N	N	
ROUTE 38	4, 5	N	M	N	N	N	N	N	
ROUTE 31	5	M	N	N	N	N	N	N	
ROUTE 31	5, 6	M	M	N	N	N	N	N	
ILEX FOREST	6	M	N	N	N	N	N	N	
ILEX FOREST	5, 6	N	M	N	N	N	N	N	
NATIONAL PARK	10	M	N	N	N	N	N	N	
NATIONAL PARK	9-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	
#101 MEW		TYPE: PSYCHIC				PAGE 90			
MEW MUST BE GIVEN TO YOU BY NINTENDO. IT DOES NOT APPEAR IN ANY GAME.									
		N	N	N	N	N	N	N	

AREA		LEVEL	GOLD				SILVER			
			MOVING	DAY	NIGHT	BOTH	DAY	NIGHT	BOTH	
#150	MEWTWO		TYPE: PSYCHIC				PAGE 90			
MUST BE TRADED FROM RED, BLUE OR YELLOW										
#241	MILTANK		TYPE: NORMAL				PAGE 55			
ROUTE 38		13	F	F	F	F	F	F	F	
ROUTE 39		15	F	F	F	F	F	F	F	
#201	MISDREAVUS		TYPE: GHOST				PAGE 77			
MT. SILVER 1F-2F		45	N	N	M	N	N	M	N	
MT. SILVER 2F (SMALL ROOM)		45	N	N	M	N	N	M	N	
#106	MOLTRES		TYPE: FIRE/FLYING				PAGE 85			
MUST BE TRADED FROM RED, BLUE OR YELLOW										
#122	MR. MIME		TYPE: PSYCHIC				PAGE 57			
ROUTE 21		28	F	N	F	F	N	F	F	
ROUTE 21		28, 30	N	M	N	N	M	N	N	
CELAGON CITY (GAME CORNER)		15	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	
#89	MUK		TYPE: POISON				PAGE 45			
ROUTE 16		30	F	F	F	F	F	F	F	
ROUTE 17		32	F	F	N	F	F	N	F	
ROUTE 17		30, 32	N	N	M	N	M	N	N	
ROUTE 18		30	F	F	N	F	F	N	F	
ROUTE 18		26-28	N	N	M	N	M	N	N	
CELAGON CITY		15-19	N	N	M	N	M	N	N	
#199	MURKROW		TYPE: DARK/FLYING				PAGE 75			
ROUTE 7		17, 19	N	N	M	N	N	M	N	
ROUTE 7		17	N	N	N	N	M	N	M	
ROUTE 16		28	N	N	M	N	N	M	N	
#171	NATU		TYPE: PSYCHIC/FLYING				PAGE 36			
RUINS OF ALPH 18, 20, 22, 24										
#134	NIDOKING		TYPE: POISON/GRASS				PAGE 39			
EVOLVE FROM NIDORINO (MOON STONE)										
#181	NIDOQUEEN		TYPE: POISON/GRASS				PAGE 30			
EVOLVE FROM NIDORINA (MOON STONE)										
#20	NIDORAN ♀		TYPE: POISON				PAGE 35			
ROUTE 35		12	M	M	M	M	M	M	M	
ROUTE 36		12	M	M	M	M	M	M	M	
#22	NIDORAN ♂		TYPE: POISON				PAGE 39			
ROUTE 35		12	M	M	M	M	M	M	M	
ROUTE 36		12	M	M	M	M	M	M	M	
#10	NIDORINA		TYPE: POISON				PAGE 38			
ROUTE 13		23	M	M	M	M	M	M	M	
ROUTE 14		23	M	M	M	M	M	M	M	
ROUTE 15		23	M	M	M	M	M	M	M	
#93	NIDORINO		TYPE: POISON				PAGE 29			
ROUTE 13		23	M	M	M	M	M	M	M	
ROUTE 14		23	M	M	M	M	M	M	M	
ROUTE 15		23	M	M	M	M	M	M	M	

AREA		LEVEL	GOLD				SILVER			
			MOVING	DAY	NIGHT	MOVING	DAY	NIGHT		
#56	NINETALES 		TYPE: FIRE				PAGE 47			
EVOLVE FROM VULPIX (FIRE STONE)										
#164	NOCTOWL 		TYPE: NORMAL/FLYING				PAGE 13			
ROUTE 2			7	N	N	M	N	N	M	
ROUTE 8			17, 19	N	N	M	N	N	M	
ROUTE 8			19	N	N	M	N	N	M	
ROUTE 13			25	N	N	M	N	N	M	
ROUTE 14			25	N	N	M	N	N	M	
ROUTE 15			25	N	N	M	N	N	M	
ROUTE 43			17	N	N	M	N	N	M	
#224	OCTILLERY		TYPE: WATER				PAGE 62			
EVOLVE FROM REMORAID (LEV 25)										
#43	ODDISH  		TYPE: GRASS/POISON				PAGE 34			
ROUTE 5			13, 14	N	N	M	N	N	M	
ROUTE 5			13	N	N	M	N	N	M	
ROUTE 6			13, 14	N	N	M	N	N	M	
ROUTE 6			13	N	N	M	N	N	M	
ROUTE 24			10	N	N	M	N	N	M	
ROUTE 25			10	N	N	M	N	N	M	
ILEX FOREST			5, 6	N	N	M	N	N	M	
#130	OMANYTE 		TYPE: ROCK/WATER				PAGE 79			
MUST BE TRADED FROM RED, BLUE OR YELLOW										
#130	OMASTAR  		TYPE: ROCK/WATER				PAGE 79			
EVOLVE FROM OMANYTE (LEV 40) (MUST BE TRADED FROM RED, BLUE OR YELLOW)										
#185	ONIX   		TYPE: ROCK/GROUND				PAGE 27			
ROCK TUNNEL B2			16	M	M	M	M	M	M	
VIOLET CITY			-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	
SILVER CAVE 1F			42	M	M	M	M	M	M	
SILVER CAVE 2F (INSIDE)			46	M	M	M	M	M	M	
VICTORY ROAD			34, 36	M	M	M	M	M	M	
UNION CAVE 1F			6	F	F	F	F	F	F	
UNION CAVE B1			8	M	M	M	M	M	M	
UNION CAVE B2			23	F	F	F	F	F	F	
#46	PARAS  		TYPE: BUG/GRASS				PAGE 30			
ILEX FOREST			5, 6	M	N	M	M	N	M	
ILEX FOREST			6	N	F	N	N	F	N	
MT. MOON			32	M	M	M	M	M	M	
NATIONAL PARK			18-17	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	
#47	PARASECT		TYPE: BUG/GRASS				PAGE 30			
EVOLVE FROM PARAS (LEV 24)										
#93	PERSIAN  		TYPE: NORMAL				PAGE 30			
ROUTE 7			19	N	N	M	F	F	F	
#231	PHANPY  		TYPE: GROUND				PAGE 71			
ROUTE 45			20	N	N	M	M	M	M	
#172	PICHU 		TYPE: ELECTRIC				PAGE 15			
MUST HATCH AT POKÉMON BREEDING CENTER										
#18	PIDGEOT		TYPE: NORMAL/FLYING				PAGE 12			
EVOLVE FROM PIDGETTO (LEV 36)										

AREA	LEVEL	GOLD				SILVER			
		MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	MONDAY

## #211 QWILFISH

TYPE: WATER/POISON	PAGE 59
ROUTE 12	40
ROUTE 13	40
ROUTE 32	5, 20, 40
ROUTE 32	40

## #216 RAICHU

TYPE: ELECTRIC	PAGE 18
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EVOLVE FROM PIKACHU (THUNDER STONE)

## #243 RAIKOU

TYPE: ELECTRIC	PAGE 85
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JOHTO 40 RANDOM APPEARANCES AROUND JOHTO

## #278 RAPIDASH

TYPE: FIRE	PAGE 73
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ROUTE 28	42	M	M	M	M	M	M	M	M
MT. SILVER	44	M	M	M	M	M	M	M	M
PEWTER CITY (POKEMON CENTER)	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE

## #280 RATICATE

TYPE: NORMAL	PAGE 14
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ROUTE 7	10	M	M	M	M	M	M	M	M
ROUTE 9	15	M	M	M	M	M	M	M	M
ROUTE 10	16, 18	M	M	M	M	M	M	M	M
ROUTE 10	17	M	M	M	M	M	M	M	M
ROUTE 26	28, 30	M	M	M	M	M	M	M	M
ROUTE 26	28	M	M	M	M	M	M	M	M
ROUTE 26	30	F	F	F	F	F	F	F	F
ROUTE 26	28, 30	N	N	N	N	N	N	N	N
ROUTE 27	28, 30	M	M	M	M	M	M	M	M
ROUTE 27	30	N	N	N	N	N	N	N	N
ROUTE 28	16	M	M	M	M	M	M	M	M
ROUTE 39	17	M	M	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	30	M	M	M	M	M	M	M	M
MT. MORTAR B1	16	F	F	F	F	F	F	F	F
UNION CAVE B2	22	M	M	M	M	M	M	M	M
TONJO FALLS	22	M	M	M	M	M	M	M	M
BURNED TOWER	15	F	F	F	F	F	F	F	F

## #293 RATTATA

TYPE: NORMAL	PAGE 14
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ROUTE 1	2	M	M	M	M	M	M	M	M
ROUTE 1	2, 3, 6	N	N	N	N	N	N	N	N
ROUTE 3	5, 10	M	M	M	M	M	M	M	M
ROUTE 3	5	N	N	N	N	N	N	N	N
ROUTE 3	5, 8, 10	M	M	M	M	M	M	M	M
ROUTE 3	5, 8	N	N	N	N	N	N	N	N
ROUTE 4	5, 10	M	M	M	M	M	M	M	M
ROUTE 4	5	N	N	N	N	N	N	N	N
ROUTE 4	8, 10	N	N	N	N	N	N	N	N
ROUTE 4	5, 8	N	N	N	N	N	N	N	N
ROUTE 7	15, 17, 19	M	M	M	M	M	M	M	M
ROUTE 7	15	N	N	N	N	N	N	N	N
ROUTE 7	17, 19	M	M	M	M	M	M	M	M
ROUTE 7	17	N	N	N	N	N	N	N	N
ROUTE 9	15	M	M	M	M	M	M	M	M
ROUTE 9	13	N	N	N	N	N	N	N	N
ROUTE 9	13, 15	N	N	N	N	N	N	N	N
ROUTE 11	15	M	M	M	M	M	M	M	M
ROUTE 22	3	M	M	M	M	M	M	M	M
ROUTE 22	3-5, 7	N	N	N	N	N	N	N	N
ROUTE 29	4	F	F	F	F	F	F	F	F
ROUTE 29	2, 4	N	N	N	N	N	N	N	N
ROUTE 30	3, 4	M	M	M	M	M	M	M	M
ROUTE 31	4, 5	N	N	N	N	N	N	N	N
ROUTE 32	4, 6	M	M	M	M	M	M	M	M
ROUTE 32	6	N	N	N	N	N	N	N	N
ROUTE 32	4, 5, 8	M	M	M	M	M	M	M	M
ROUTE 32	6, 8	N	N	N	N	N	N	N	N
ROUTE 32	4	N	N	N	N	N	N	N	N
ROUTE 33	6, 7	M	M	M	M	M	M	M	M
ROUTE 33	6	N	N	N	N	N	N	N	N
ROUTE 33	6-8	N	N	N	N	N	N	N	N

AREA	LEVEL	GOLD				SILVER			
		MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	MONDAY

ROUTE 33	4, 8	M	M	M	M	M	M	M	M
ROUTE 34	10, 13	M	M	M	M	M	M	M	M
ROUTE 38	16	M	M	M	M	M	M	M	M
ROUTE 39	16	M	M	M	M	M	M	M	M
ROUTE 46	2, 4	M	M	N	M	M	M	M	M
ROUTE 46	2-4	N	N	M	M	M	M	M	M

TIN TOWER 2F-9F	20-24	M	M	M	M	M	M	M	M
TIN TOWER 2F-9F	22-24	N	N	M	N	M	N	M	N
MT. MORTAR 1F (INSIDE)	14	M	M	M	M	M	M	M	M
MT. MORTAR 2F-2F	14, 16	M	M	M	M	M	M	M	M
MT. MORTAR B1	16	M	M	M	M	M	M	M	M
UNION CAVE 1F	4	M	M	M	M	M	M	M	M
UNION CAVE 1F	4, 6	N	N	N	M	M	M	M	M
UNION CAVE B1	6	F	F	F	F	F	F	F	F
UNION CAVE B1	6, 8	N	N	N	M	M	M	M	M
UNION CAVE B2	20	F	F	F	F	F	F	F	F
TONJO FALLS	20	F	F	F	F	F	F	F	F
SPROUT TOWER 2F-3F	3-6	M	M	N	M	M	M	M	M
SPROUT TOWER 2F-3F	3, 5	N	N	M	M	N	M	N	M
BURNED TOWER 1F	13, 15	N	M	M	M	M	M	M	M
BURNED TOWER B1	14, 16	M	N	M	M	M	M	M	M
BURNED TOWER B1	14	N	M	N	M	N	M	N	M

## #233 REMORAID

TYPE: WATER	PAGE 82
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ROUTE 44	10, 20, 40	R	R	R	R	R	R	R	R
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ROUTE 44	40	R	R	R	R	R	R	R	R
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## #112 RHYDON

TYPE: GROUND/ROCK	PAGE 74
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BLACKTHORN CITY - TRADE TRADE TRADE TRADE TRADE TRADE

## #111 RHYHORN

TYPE: GROUND/ROCK	PAGE 74
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VICTORY ROAD 35 F F F F F F F F F F

## #21 SANDSHREW

TYPE: GROUND	PAGE 22
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MT. MOON	8	M	M	M	N	N	N	N	N
GOLDENROD CITY (GAME CORNER)	18	N	N	N	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
UNION CAVE 1F	6	M	M	M	N	N	N	N	N
UNION CAVE B1	8	M	M	M	N	N	N	N	N

## #28 SANDSLASH

TYPE: GROUND	PAGE 22
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ROUTE 29	28	M	M	M	N	N	N	N	N
ROUTE 27	30	F	F	F	F	N	N	N	N
MT. MOON	10	F	F	F	F	N	N	N	N

## #212 SCIZOR

TYPE: BUG/STEEL	PAGE 43
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EVOLVE FROM SCYTHER (METAL COAT + TRADE)

## #123 SCYTHER

TYPE: BUG/FLYING	PAGE 41
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NATIONAL PARK 13-14 EVENT EVENT EVENT EVENT EVENT EVENT

## #110 SEADRA

TYPE: WATER	PAGE 88
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WHIRL ISLANDS 1F	40	R	R	R	R	R	R	R	R
WHIRL ISLANDS B2	40	R	R	R	R	R	R	R	R
WHIRL ISLANDS B3	40	R	R	R	R	R	R	R	R
WHIRL ISLANDS B4	40	R	R	R	R	R	R	R	R
WHIRL ISLANDS B4	20-24	M	M	M	M	M	M	M	M

## #119 SEAKING

TYPE: WATER	PAGE 88
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ROUTE 4	40	R	R	R	R	R	R	R	R
ROUTE 4	10-14	M	M	M	M	M	M	M	M
ROUTE 9	40	R	R	R	R	R	R	R	R
ROUTE 9	15-19	M	M	M	M	M	M	M	M
ROUTE 10	40	R	R	R	R	R	R	R	R
ROUTE 10	15-19	M	M	M	M	M	M	M	M
ROUTE 24	40	R	R	R	R	R	R	R	R
ROUTE 24	10-14	M	M	M	M	M	M	M	M
ROUTE 25	40	R	R	R	R	R	R	R	R

AREA	LEVEL	GOLD				SILVER			
		ADVENT	DAY	NIGHT	ADVENT	DAY	NIGHT	ADVENT	NIGHT
#17 PIDGEOTTO		TYPE: NORMAL/FLYING				PAGE 12			
ROUTE 2	7	F	F	N	N	N	N	N	N
ROUTE 8	17, 19	M	M	N	M	M	N	M	N
ROUTE 13	25	M	M	N	M	M	N	M	N
ROUTE 14	25	M	M	N	M	M	N	M	N
ROUTE 5	25	M	M	N	M	M	N	M	N
ROUTE 25	10	F	N	F	N	F	N	F	N
ROUTE 25	12	N	F	N	N	F	N	N	F
ROUTE 37	17	M	M	N	M	M	N	M	N

#18 PIDGEY		TYPE: NORMAL/FLYING				PAGE 12			
ROUTE 1	2-4	M	M	N	M	M	N	M	N
ROUTE 2	3	M	N	N	M	M	N	M	N
ROUTE 2	3, 7	N	M	N	N	M	N	M	N
ROUTE 5	13-15	M	M	N	N	M	N	M	N
ROUTE 5	13, 15	N	N	N	M	M	N	M	N
ROUTE 6	13, 14	M	M	N	N	M	N	M	N
ROUTE 6	13	N	N	N	M	M	N	M	N
ROUTE 25	8	M	N	N	M	M	N	M	N
ROUTE 25	8, 10	N	M	N	N	M	N	M	N
ROUTE 29	2-4	M	M	N	M	M	N	M	N
ROUTE 30	2, 4	M	M	N	M	M	N	M	N
ROUTE 30	8	N	N	N	M	M	N	M	N
ROUTE 31	5	M	M	N	N	M	N	M	N
ROUTE 31	5	N	N	N	M	M	N	M	N
ROUTE 35	18	F	F	N	F	F	N	F	N
ROUTE 36	14	N	M	N	N	M	N	M	N
ROUTE 36	13, 15	M	N	N	M	M	N	M	N
ROUTE 37	13, 15	M	M	N	N	M	N	M	N
ROUTE 37	15	N	N	N	M	M	N	M	N
NATIONAL PARK	10, 12, 14	M	N	N	M	M	N	M	N
NATIONAL PARK	12, 14	N	M	N	N	M	N	M	N

#25 PIKACHU		TYPE: ELECTRIC				PAGE 13			
ROUTE 2	4	F	F	F	F	F	F	F	F

#221	PILOSWINE	TYPE: ICE & GRASS	PAGE 16
EVOLVE FROM SWINUB (LEV 33)			

#284 PINECO		TYPE: BUG				PAGE 37			
JOHTO (HEADBUTT)	10	NB	NB	NB	NB	NB	NB	NB	NB

#127 PINSIR		TYPE: BUG				PAGE 43			
NATIONAL PARK	13-14	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#186	POLITOED	TYPE: WATER	PAGE 31
EVOLVE FROM POLIWHIRL (KING'S ROCK + TRADE)			

#60 POLIWAG		TYPE: WATER				PAGE 31			
ROUTE 6	10, 20, 40	N	N	N	N	N	N	N	N
ROUTE 22	10, 20, 40	N	N	N	N	N	N	N	N
ROUTE 22	5-14	M	M	M	M	M	M	M	M
ROUTE 28	10, 20, 40	N	N	N	N	N	N	N	N
ROUTE 28	35-44	M	M	M	M	M	M	M	M
ROUTE 30	10, 20, 40	N	N	N	N	N	N	N	N
ROUTE 30	15-24	M	M	M	M	M	M	M	M
ROUTE 31	10, 20, 40	N	N	N	N	N	N	N	N
ROUTE 31	15-24	M	M	M	M	M	M	M	M
ROUTE 35	10, 20, 40	N	N	N	N	N	N	N	N
ROUTE 42	10, 20, 40	N	N	N	N	N	N	N	N
ROUTE 44	10, 20, 40	N	N	N	N	N	N	N	N
ROUTE 44	20-29	M	M	M	M	M	M	M	M
RUINS OF ALPH	10, 20, 40	N	N	N	N	N	N	N	N
ILEX FOREST	10, 20, 40	N	N	N	N	N	N	N	N
ECRUTEAK CITY	10, 20, 40	N	N	N	N	N	N	N	N
ECRUTEAK CITY	15-24	M	M	M	M	M	M	M	M
VIOLET CITY	10, 20, 40	N	N	N	N	N	N	N	N
VIOLET CITY	15-24	M	M	M	M	M	M	M	M

AREA	LEVEL	GOLD				SILVER			
		ADVENT	DAY	NIGHT	ADVENT	DAY	NIGHT	ADVENT	NIGHT
MT. SILVER	10, 20, 40	N	N	N	N	N	N	N	N
MT. SILVER	35-39	M	M	M	M	M	M	M	M
VERIDIAN CITY	10, 20, 40	N	N	N	N	N	N	N	N
VERIDIAN CITY	5-14	M	M	M	M	M	M	M	M
BLACKTHORN CITY	10, 20, 40	N	N	N	N	N	N	N	N

#81 POLIWHIRL		TYPE: WATER				PAGE 31			
ROUTE 22	10-14	M	M	M	M	M	M	M	M
ROUTE 28	40-44	M	M	M	M	M	M	M	M
ROUTE 30	20-24	M	M	M	M	M	M	M	M
ROUTE 31	20-24	M	M	M	M	M	M	M	M
ROUTE 44	25-29	M	M	M	M	M	M	M	M
ECRUTEAK CITY	20-24	M	M	M	M	M	M	M	M
VIOLET CITY	20-24	M	M	M	M	M	M	M	M
MT. SILVER	35-44	M	M	M	M	M	M	M	M
VERIDIAN CITY	10-14	M	M	M	M	M	M	M	M

#83	POLIWRATH	TYPE: WATER/FIGHTING	PAGE 31
EVOLVE FROM POLIWHIRL (WATER STONE)			

#171 PONYTA		TYPE: FIRE				PAGE 13			
ROUTE 22	6	F	F	F	F	F	F	F	F
ROUTE 26	32	M	M	M	M	M	M	M	M
ROUTE 27	32	F	F	F	F	F	F	F	F
ROUTE 29	40	M	M	M	M	M	M	M	M
MT. SILVER	42	M	M	M	M	M	M	M	M

#137 PORYGON		TYPE: NORMAL				PAGE 77			
CLADON CITY (GAME CORNER)	20	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE

#283	PORYGON2	TYPE: NORMAL	PAGE 77
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#87 PRIMEAPE		TYPE: FIGHTING				PAGE 50			
ROUTE 9	15	F	F	F	N	N	N	N	N

#54 PSYDUCK		TYPE: WATER				PAGE 51			
ROUTE 6	5-14	M	M	M	M	M	M	M	M
ROUTE 25	15-24	M	M	M	M	M	M	M	M
ILEX FOREST	10-19	M	M	M	M	M	M	M	M

EVOLVE FROM LARVITAR (LEV 30)	
#41 PUPITAR	TYPE: ROCK/GROUND
PAGE 88	

#185 QUAGSIRE		TYPE: WATER/GROUND				PAGE 25			
ROUTE 10	16, 17	N	N	N	N	N	N	N	N
ROUTE 12	25-29	M	M	M	M	M	M	M	M
ROUTE 13	22, 24	N	N	N	N	N	N	N	N
ROUTE 13	25-29	M	M	M	M	M	M	M	M
ROUTE 14	22, 24	N	N	N	N	N	N	N	N
ROUTE 15	22, 24	N	N	N	N	N	N	N	N
ROUTE 26	30, 32	N	N	N	N	N	N	N	N
ROUTE 26	30	N	N	N	N	N	N	N	N
ROUTE 27	28, 30	N	N	N	N	N	N	N	N
ROUTE 27	28, 30, 32	N	N	N	N	N	N	N	N
ROUTE 32	20-24	M	M	M	M	M	M	M	M
RUINS OF ALPH	15-24	M	M	M	M	M	M	M	M
MT. SILVER W-2F	45	M	M	M	M	M	M	M	M
MT. SILVER 2F (SMALL ROOM)	45	M	M	M	M	M	M	M	M
UNION CAVE W	15-24	M	M	M	M	M	M	M	M
UNION CAVE B1	15-24	M	M	M	M	M	M	M	M
UNION CAVE B2	20-24	M	M	M	M	M	M	M	M

UNION CRV 92		60" x 9"	215	215	215	215	215	215
EVOLVE FROM CYNDQUIL (LEV 14)								
#186	QUILAVA	TYPE: FIRE				PAGE 10		






AREA	LEVEL	GOLD				SILVER			
		MONS	DAY	NIGHT	MONS	DAY	NIGHT	MONS	NIGHT
ROUTE 25	10-14	M	M	M	M	M	M	M	M
ROUTE 42	40	R	R	R	R	R	R	R	R
ROUTE 42	20-24	M	M	M	M	M	M	M	M
DARK CAVE (VIOLET CITY SIDE)	40	R	R	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	40	R	R	R	R	R	R	R	R
SILVER CAVE 1F-2F	40	R	R	R	R	R	R	R	R
SILVER CAVE 1F-2F	35-44	M	M	M	M	M	M	M	M
MT. MORTAR 1F-2F	40	R	R	R	R	R	R	R	R
MT. MORTAR 1F-2F	20-24	M	M	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	40	R	R	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	25-29	M	M	M	M	M	M	M	M
MT. MORTAR B1	40	R	R	R	R	R	R	R	R
MT. MORTAR B1	20-24	M	M	M	M	M	M	M	M
UNION CAVE 1F	40	R	R	R	R	R	R	R	R
UNION CAVE B1	40	R	R	R	R	R	R	R	R
TOHO FALLS	40	R	R	R	R	R	R	R	R
TOHO FALLS	20-24	M	M	M	M	M	M	M	M
CERULEAN CITY	40	R	R	R	R	R	R	R	R
CERULEAN CITY	10-14	M	M	M	M	M	M	M	M
SLOWPOKE WELL B1	40	R	R	R	R	R	R	R	R
SLOWPOKE WELL B2	40	R	R	R	R	R	R	R	R

#86	SEEL			TYPE: WATER	PAGE 64		
WHIRL ISLANDS 1F	22, 24	魚	魚	魚	魚	魚	魚
WHIRL ISLANDS B1	23, 25	魚	魚	魚	魚	魚	魚
WHIRL ISLANDS B2	23, 25	魚	魚	魚	魚	魚	魚
WHIRL ISLANDS B3	22, 24	魚	魚	魚	魚	魚	魚
WHIRL ISLANDS B4	24, 26	魚	魚	魚	魚	魚	魚

#151	SENTRET			TYPE: NORMAL						PAGE 14
ROUTE 1	3	M	M	M	M	M	M	M	M	
ROUTE 29	2, 3	M	M	M	M	M	M	M	M	

#80 SHELLDER			TYPE: WATER					PAGE 61
ROUTE 20	20, 40	R	R	R	R	R	R	R
ROUTE 21	20, 40	R	R	R	R	R	R	R
ROUTE 26	20, 40	R	R	R	R	R	R	R
ROUTE 27	20, 40	R	R	R	R	R	R	R
ROUTE 41	20, 40	R	R	R	R	R	R	R
OLIVINE CITY (BAY)	20, 40	R	R	R	R	R	R	R
VERMILION CITY	20, 40	R	R	R	R	R	R	R
VERMILION CITY (BAY)	20, 40	R	R	R	R	R	R	R
CINNABAR TOWN	20, 40	R	R	R	R	R	R	R
PALLET TOWN	20, 40	R	R	R	R	R	R	R
NEW BARK TOWN	20, 40	R	R	R	R	R	R	R


#213	SHUCKLE	  	TYPE: BUG/ROCK				PAGE 60	
JOHTO	15	RS	RS	N	RS	RS	N	
CLAWOOD CITY	15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	

#227	SKARMORY	 	S	TYPE: STEEL/FLYING	PAGE 72
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#188 SKIPLOOM TYPE: GRASS/FLYING PAGE 29

ROUTE 14		26	PM	AM	H	PM	AM	H
#80	SLOWBRO	TYPE: WATER/PSYCHIC		PAGE 33				

SLOWPOKE WELL B2	20-24	局	無	無	無	無	無
#189 SLOWKING	TYPE: WATER/PSYCHIC	PAGE 33					

EVOLVE FROM SLOWPOKE (KING'S ROCK + TRADE)									
									

AREA	LEVEL	GOLD				SILVER			
		MONS	DAY	NIGHT	MONS	DAY	NIGHT	MONS	NIGHT
SLOWPOKE WELL B2	21, 23	M	M	M	M	M	M	M	M
SLOWPOKE WELL B2	15-24	M	M	M	M	M	M	M	M

#218	SLUGMA	TYPE: FIRE	PAGE 74
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ROUTE 16	27	F	F	F	F	F	F
ROUTE 17	29	F	N	F	F	N	F
ROUTE 17	25, 27	N	M	N	M	N	N
ROUTE 18	27	F	F	F	F	F	F

#235	SMEARGLE	TYPE: NORMAL	PAGE 57
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BURNS OF ALPH	20, 22	M	M	M	M	M	M
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#238	SMOOCHUM	TYPE: ICE/PSYCHIC	PAGE 56
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MUST HATCH AT POKÉMON BREEDING CENTER

#215	SNEASEL	TYPE: DARK/ICE	PAGE 74
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ROUTE 28	40	N	N	M	N	N	M
MT. SILVER	38, 42	N	N	M	N	N	N

#143	SNORLAX	TYPE: NORMAL	PAGE 80
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VERMILION CITY	50						
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#208	SNUBBULL	TYPE: NORMAL	PAGE 47
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ROUTE 38	16	M	M	M	M	M	M
ROUTE 38	13	F	F	F	F	F	F

#21	SPEAROW	TYPE: NORMAL/FLYING	PAGE 13
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JOHTO (HEADUTT)	10	HB	HB	HB	HB	HB	HB
ROUTE 3	5, 8	M	M	N	M	N	N
ROUTE 4	5, 8	M	M	N	M	N	N
ROUTE 4	5	N	N	M	N	N	N
ROUTE 7	17	M	M	N	M	N	N
ROUTE 9	13	M	M	N	M	N	N
ROUTE 9	15	N	N	N	M	N	N
ROUTE 10	16	M	M	N	M	N	N
ROUTE 22	3, 5	M	M	N	M	N	N
ROUTE 33	6	M	M	N	M	N	N
ROUTE 42	14, 16	M	M	N	M	N	N
ROUTE 46	2, 3	M	M	N	M	N	N

#167	SPINARAK	TYPE: BUG/POISON	PAGE 17
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ROUTE 2	3	N	N	M	N	N	N
ROUTE 30	3	N	N	M	N	N	N
ROUTE 31	4	N	N	M	N	N	N
ROUTE 37	13, 15	N	N	M	N	N	N

#7	SQUIRTLE	TYPE: WATER	PAGE 83
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MUST BE TRADED FROM RED, BLUE OR YELLOW

#234	STANTLER	TYPE: NORMAL	PAGE 48
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ROUTE 36	13	F	F	F	F	F	F
ROUTE 37	15	M	M	M	M	M	M

#121	STARMIE	TYPE: WATER/PSYCHIC	PAGE 61
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EVOLVE FROM STARYU (WATER STONE)

#120	STARYU	TYPE: WATER	PAGE 61
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ROUTE 19	20, 40	N	N	R	N	R	R
ROUTE 34	20, 40	N	N	R	N	R	R
ROUTE 40	20, 40	N	N	R	N	R	R
OLIVINE CITY	20, 40	N	N	R	N	R	R
CLAWOOD CITY	20, 40	N	N	R	N	R	R
UNION CAVE B1	20, 40	N	N	R	N	R	R
CERULEAN CITY (GYM)	20, 40	N	N	R	N	R	R
CHERRY GROVE CITY	20, 40	N	N	R	N	R	R



# AREA LEVEL BOSS DAY NIGHT BOSS DAY NIGHT GOLD SILVER

#288	STEELIX	TYPE: STEEL/GROUND	PAGE 27
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EVOLVE FROM ONIX (METAL COAT + TRADE)

#185	SUDOWOODO	TYPE: ROCK	PAGE 41
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ROUTE 36	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
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#245	SUICUNE	TYPE: WATER	PAGE 86
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JOHTO RANDOM APPEARANCES AROUND JOHTO

#192	SUNFLORA	TYPE: GRASS	PAGE 40
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EVOLVE FROM SUNKERN (SUN STONE)

#191	SUNKERN	TYPE: GRASS	PAGE 40
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ROUTE 24	10	M	M	M	M	M	M
NATIONAL PARK	11, 13	N	M	N	N	M	N

#220	SWINUB	TYPE: ICE/GROUND	PAGE 70
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ICE PATH 1F	21, 23	M	M	M	M	M	M
ICE PATH B1	21, 23	M	M	M	M	M	M
ICE PATH B2	22, 24	M	M	M	M	M	M
ICE PATH B3	23, 25	M	M	M	M	M	M

#110	TANGELA	TYPE: GRASS	PAGE 65
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ROUTE 21	20, 25, 30, 35	M	M	M	M	M	M
ROUTE 28	39	M	M	M	M	M	M
ROUTE 44	23	M	M	M	M	M	M
MT. SILVER	41	M	M	M	M	M	M

#128	TAUROS	TYPE: NORMAL	PAGE 54
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ROUTE 38	13	F	F	F	F	F	F
ROUTE 39	15	F	F	F	F	F	F

#210	TEDDIURSA	TYPE: NORMAL	PAGE 70
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ROUTE 45	20	M	M	M	M	M	M
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#192	TENTACOO	TYPE: WATER/POISON	PAGE 59
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ROUTE 12	10, 20, 40	R	R	R	R	R	R
ROUTE 12	25, 29	M	M	M	M	M	M
ROUTE 13	10, 20, 40	R	R	R	R	R	R
ROUTE 13	25, 29	M	M	M	M	M	M
ROUTE 19	30, 39	M	M	M	M	M	M
ROUTE 20	10, 20	R	R	R	R	R	R
ROUTE 20	30, 39	M	M	M	M	M	M
ROUTE 21	10, 20	R	R	R	R	R	R
ROUTE 21	30, 39	M	M	M	M	M	M
ROUTE 26	10, 20	R	R	R	R	R	R
ROUTE 26	25, 34	M	M	M	M	M	M
ROUTE 27	10, 20	R	R	R	R	R	R
ROUTE 27	15, 24	M	M	M	M	M	M
ROUTE 32	10, 20, 40	R	R	R	R	R	R
ROUTE 32	15, 19	M	M	M	M	M	M
ROUTE 34	15, 24	M	M	M	M	M	M
ROUTE 40	15, 24	M	M	M	M	M	M
ROUTE 41	10, 20	R	R	R	R	R	R
ROUTE 41	20, 24	M	M	M	M	M	M
OLIVINE CITY	15, 24	M	M	M	M	M	M
OLIVINE CITY (BAY)	10, 20	M	M	M	M	M	M
OLIVINE CITY (BAY)	15, 24	M	M	M	M	M	M
WHIRL ISLANDS IF	20, 24	M	M	M	M	M	M
VERMILION CITY	10, 20	M	M	M	M	M	M
VERMILION CITY (BAY)	30, 39	M	M	M	M	M	M
VERMILION CITY (BAY)	10, 20	M	M	M	M	M	M
VERMILION CITY (BAY)	30, 39	M	M	M	M	M	M
CINABAR ISLAND	10, 20	M	M	M	M	M	M
CINABAR ISLAND	30, 39	M	M	M	M	M	M

# AREA LEVEL BOSS DAY NIGHT BOSS DAY NIGHT GOLD SILVER

CLANWOOD CITY	15, 24	M	M	M	M	M	M
UNION CAVE #2	15, 19	M	M	M	M	M	M
PALLET TOWN	30, 39	M	M	M	M	M	M
PALLET TOWN	10, 20	M	M	M	M	M	M
CHERRY GROVE CITY	15, 24	M	M	M	M	M	M
NEW BARK TOWN	10, 20	M	M	M	M	M	M
NEW BARK TOWN	15, 24	M	M	M	M	M	M

#173	TENTACUEL	TYPE: WATER/POISON	PAGE 59
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ROUTE 12	25, 29	M	M	M	M	M	M
ROUTE 13	25, 29	M	M	M	M	M	M
ROUTE 19	35, 39	M	M	M	M	M	M
ROUTE 20	40	R	R	R	R	R	R
ROUTE 20	35, 39	M	M	M	M	M	M
ROUTE 21	40	R	R	R	R	R	R
ROUTE 21	35, 39	M	M	M	M	M	M
ROUTE 26	40	R	R	R	R	R	R
ROUTE 26	30, 34	M	M	M	M	M	M
ROUTE 27	40	R	R	R	R	R	R
ROUTE 27	20, 24	M	M	M	M	M	M
ROUTE 32	20, 24	M	M	M	M	M	M
ROUTE 34	20, 24	M	M	M	M	M	M
ROUTE 40	20, 24	M	M	M	M	M	M
ROUTE 41	40	R	R	R	R	R	R
ROUTE 41	20, 24	M	M	M	M	M	M
OLIVINE CITY	20, 24	M	M	M	M	M	M
OLIVINE CITY (BAY)	40	R	R	R	R	R	R
OLIVINE CITY (BAY)	20, 24	M	M	M	M	M	M
WHIRL ISLANDS IF	20, 24	M	M	M	M	M	M
WHIRL ISLANDS #2	20, 24	M	M	M	M	M	M
WHIRL ISLANDS #3	20, 24	M	M	M	M	M	M
WHIRL ISLANDS #4	20, 24	M	M	M	M	M	M
VERMILION CITY	40	R	R	R	R	R	R
VERMILION CITY	35, 39	M	M	M	M	M	M
VERMILION CITY (BAY)	40	R	R	R	R	R	R
VERMILION CITY (BAY)	35, 39	M	M	M	M	M	M
CINABAR ISLAND	40	R	R	R	R	R	R
CINABAR ISLAND	35, 39	M	M	M	M	M	M
CLANWOOD CITY	20, 24	M	M	M	M	M	M
UNION CAVE #2	20, 24	M	M	M	M	M	M
PALLET TOWN	35, 39	M	M	M	M	M	M
PALLET TOWN	40	R	R	R	R	R	R
CHERRY GROVE CITY	20, 24	M	M	M	M	M	M
NEW BARK TOWN	40	R	R	R	R	R	R
NEW BARK TOWN	20, 24	M	M	M	M	M	M

#175	TOGEPI	TYPE: NORMAL	PAGE 22
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VIOLET CITY	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
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#176	TOGETIC	TYPE: NORMAL/FLYING	PAGE 22
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EVOLVE FROM TOGEPI (FRIENDSHIP)

#158	TOTODILE	TYPE: WATER	PAGE 11
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NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
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#151	TYPHLOSION	TYPE: FIRE	PAGE 10
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EVOLVE FROM QUIJAVA (LV 36)

#248	TYRANITAR	TYPE: ROCK/DARK	PAGE 88
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EVOLVE FROM PUPITAR (LV 55)

#236	TYROGUE	TYPE: FIGHTING	PAGE 53
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MT. MORTAR 1F	10	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
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#197	UMBREON	TYPE: DARK	PAGE 67
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EVOLVE FROM EYEE (FRIENDSHIP)

**GOLD SILVER**

AREA LEVEL MORNING DAY NIGHT MORNING DAY NIGHT

#201 UNOWN TYPE: PSYCHIC PAGE 27

RUINS OF ALPH (INSIDE) 5 M M M M M M

#217 URSARING TYPE: NORMAL PAGE 70

ROUTE 28 40 M M M M M M  
SILVER CAVE 44 M M M M M M  
MT. SILVER 1F-2F 47 M M M M M M  
MT. SILVER 2F (SMALL ROOM) 47 M M M M M M  
MT. SILVER 2F 50 M M M M M M  
MT. SILVER 42 M M M M M M  
VICTORY ROAD 33 M M M M M M

#134 VAPOREON TYPE: WATER PAGE 44

EVOLVE FROM LEEVEE (WATER STONE)

#49 VENOMOTH TYPE: BUG/POISON PAGE 42

ROUTE 24 10 M M F M M F  
ROUTE 25 10 M M M M M M

#48 VENONAT TYPE: BUG/POISON PAGE 42

ROUTE 24 8 F M M F M M  
ROUTE 25 8 M M M M M M  
ROUTE 43 16 F M M F M M  
NATIONAL PARK 10-16 EVENT EVENT EVENT EVENT EVENT EVENT

#3 VENUSAUR TYPE: GRASS/POISON PAGE 81

EVOLVE FROM IVYSAUR (LEV 32) (MUST BE TRADED FROM RED, BLUE OR YELLOW) M M M M M M

#71 VICTREEBEL TYPE: GRASS/POISON PAGE 78

EVOLVE FROM WEEPINBELL (LEAF STONE)

#45 VILEPLUME TYPE: GRASS/POISON PAGE 34

EVOLVE FROM GLOOM (LEAF STONE)

#100 VOLTORB TYPE: ELECTRIC PAGE 46

ROUTE 10 17 M M M M M M  
OLYMPIA CITY - TRADE TRADE TRADE TRADE TRADE TRADE  
BRAHMGANY TOWN (HIDEOUT B1) 23 TRAP TRAP TRAP TRAP TRAP TRAP

#37 VULPIX TYPE: FIRE PAGE 47

ROUTE 7 18 M M M M M M  
ROUTE 7 15, 18 M M M M M M  
ROUTE 8 18 M M M M M M  
ROUTE 8 18 M M M M M M  
ROUTE 36 13, 15 M M M M M M  
ROUTE 36 13 M M M M M M  
ROUTE 37 14, 16 M M M M M M  
ROUTE 37 14 M M M M M M

#8 WARTORTLE TYPE: WATER PAGE 82

EVOLVE FROM SQUIRTLE (LEV 16) (MUST BE TRADED FROM RED, BLUE OR YELLOW) M M M M M M

#13 WEEDLE TYPE: BUG/POISON PAGE 16

JOHTO (HEADBUTT) 10 M M M M M M  
ROUTE 2 3 M M M M M M  
ROUTE 30 3, 4 M M M M M M  
ROUTE 31 4 M M M M M M  
ROUTE 31 4, 5 M M M M M M  
ILEX FOREST 5, 6 M M M M M M  
NATIONAL PARK 10, 12 M M M M M M  
NATIONAL PARK 10 M M M M M M  
NATIONAL PARK 7-16 EVENT EVENT EVENT EVENT EVENT EVENT

**GOLD SILVER**

AREA LEVEL MORNING DAY NIGHT MORNING DAY NIGHT

#70 WEEPINBELL TYPE: GRASS/POISON PAGE 28

ROUTE 24 12, 14 M M M M M M  
ROUTE 24 13 M M M M M M  
ROUTE 25 14 F F F F F F  
ROUTE 44 22, 24 M M M M M M

#110 WEEZING TYPE: POISON PAGE 44

EVOLVE FROM KOFFING (LEV 25)

#40 WIGGLYTUFF TYPE: NORMAL PAGE 21

EVOLVE FROM JIGGLYPUFF (MOON STONE)

#202 WOBBUFFET TYPE: FLYING PAGE 41

DARK CAVE (BLACKTHORN CITY SIDE) 20, 25 M M M M M M

#184 WOOPER TYPE: WATER/GROUND PAGE 25

ROUTE 32 6, 8 M M M M M M  
RUINS OF ALPH 15-19 M M M M M M  
UNION CAVE 1F 15-19 M M M M M M  
UNION CAVE B1 15-19 M M M M M M

#118 XATU TYPE: PSYCHIC/FLYING PAGE 58

EVOLVE FROM NATU (LEV 25)

#193 YANMA TYPE: BUG/FLYING PAGE 40

ROUTE 35 12, 14 M M M M M M  
ROUTE 35 12 F F F F F F

#150 ZAPDOS TYPE: ELECTRIC/FLYING PAGE 84

MUST BE TRADED FROM RED, BLUE OR YELLOW M M M M M M

#41 ZUBAT TYPE: POISON/FLYING PAGE 18

ROUTE 3 5 M M M M M M  
ROUTE 4 5 M M M M M M  
ROUTE 32 8 M M M M M M  
ROUTE 32 4 F M M M M M  
ROUTE 33 4 F M M M M M  
ROUTE 33 6, 8 M M M M M M  
ROUTE 42 14, 16 M M M M M M  
ROCK TUNNEL B1 8 M M M M M M  
ROCK TUNNEL B2 10 M M M M M M  
WHIRL ISLANDS 1F 23 M M M M M M  
WHIRL ISLANDS B1 24 M M M M M M  
WHIRL ISLANDS B2 24 M M M M M M  
WHIRL ISLANDS B3 23 M M M M M M  
WHIRL ISLANDS B4 25 M M M M M M  
ILEX FOREST 5 F F M M M M  
ILEX FOREST 5, 6 M M M M M M  
MT. MOON 6 M M M M M M  
MT. MOON 6, 8 M M M M M M  
DARK CAVE (VIOLET CITY SIDE) 2-4 M M M M M M  
DARK CAVE (BLACKTHORN CITY SIDE) 23 M M M M M M  
ICE PATH 1F 22 M M M M M M  
ICE PATH B1 22 M M M M M M  
ICE PATH B2 23 M M M M M M  
ICE PATH B3 24 F F F F F F  
MT. MORTAR 1F (INSIDE) 14 F F F F F F  
MT. MORTAR 1F-2F 13, 15 M M M M M M  
MT. MORTAR B1 15, 17 M M M M M M  
UNION CAVE 1F 5, 7 M M M M M M  
UNION CAVE B1 7, 9 M M M M M M  
UNION CAVE B2 22 M M M M M M  
TOHJO FALLS 22 M M M M M M  
BURNED TOWER 1F 14 M M M M M M  
BURNED TOWER B1 15 F F F F F F  
SLOWPOKE WELL B1 5-8 M M M M M M  
SLOWPOKE WELL B2 19, 21, 23 M M M M M M

# ITEM LIST

## Key Items

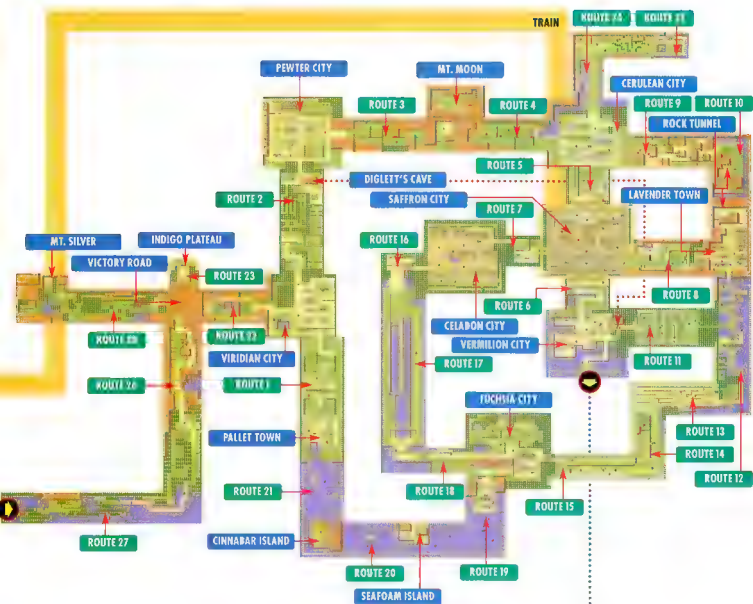
Item	Description	Location
Basement Key	Opens door to Underground Path	Goldenrod City
Bicycle	Moves twice as fast	Goldenrod City
Card Key	Opens Radio Tower shutter	Goldenrod City
Coin Case	Holds up to 9,999 coins	Goldenrod City
Good Rod	Is an improved fishing rod	Olivine City
Item Finder	Reacts to items lying around with a sound	Ecruteak City
Clefairy Doll	Is used to exchange for the Pass at Saffron City	Vermilion City
Machine Part	Is an item to give to the Power Plant Manager	Cerulean City
Mystery Egg	Hatches Togepi	Route 30
Old Rod	Is used for fishing for Pokémon	Route 32
Pass	Is needed to ride on the Magnet Train	Saffron City
Rainbow Wing	Allows Trainers to climb Tin Tower	Goldenrod City (Gold)/Pewter City (Silver)
Red Scale	Is traded for Experience Share on Route 30	Lake of Rage
S.S. Ticket	Is needed to ride the boat S.S. Aqua	New Bark Town
Secret Potion	Heals Amphy in the Lighthouse	Cianwood City
Silver Wing	Makes Lugia appear at Whirl Islands	Goldenrod City (Silver)/Pewter City (Gold)
Squirtbottle	Moves the Sudowoodo on Route 36	Goldenrod City
Super Rod	Is the best fishing rod	Route 12

## Helpful Items

Item	Description	Location	Price
Escape Rope	Provides a quick escape from towers and caves	Pokémon Mart/ Caves	550
Expn Card	Allows you to listen to the radio in Kanto	Lavender Town	
Map Card	Is the Pokégear's Map	Cherrygrove City	
Max Repel	Repels weak Pokémon for 250 steps	Pokémon Mart/Gift/Mystery	700
Poké Doll	Provides escape from wild Pokémon	Department Store/Mt. Moon	1,000
Pokédex	Stores Pokémon data	Route 30	
Radio Card	Lets you listen to the radio with the PokéGear	Goldenrod City	
Repel	Repels weak Pokémon for 100 steps	Pokémon Mart/Mt. Moon	350
Super Repel	Repels weak Pokémon for 200 steps	Pokémon Mart/Gift/Mystery	500
Unown Dex	Shows the Unown you caught in order	Ruins of Alph	-

## Apricorns

Items	Description	Location
Black Apricorn	Raw material for Heavy Ball	Route 37
Blue Apricorn	Raw material for Lure Ball	Route 37
Green Apricorn	Raw material for Friend Ball	Route 42
Pink Apricorn	Raw material for Love Ball	Route 42
Red Apricorn	Raw material for Level Ball	Route 37
White Apricorn	Raw material for Fast Ball	Azalea Town
Yellow Apricorn	Raw material for Moon Ball	Route 42



KANTO

# ITEM LIST

## Ability Up

Item	Description	Location	Price
Amulet Coin	Doubles the money won in battle	Goldenrod City	
Berserk Gene	Increases attack by 2 levels, confuses	Cerulean City	
Black Belt	Increases power of Fighting-type attacks	Lake of Rage	
Black Glasses	Increases power of Dark-type attacks	Dark Cave	
Bright Powder	Lowers opponent's accuracy	Trade	
Calcium	Raises Special Attack/Defense	Department Store/Roads/Caves	9,800
Carbos	Raises speed	Department Store/Roads/Caves	9,800
Charcoal	Increases power of Fire-type attacks	Azalea Town	9,800
Cleanse Tag	Repels wild Pokémon	Route 5	
Dire Hit	Increases chance of a Critical Hit (1 battle)	Pokémon Mart/Roads/Caves	650
Dragon Fang	Increases power of Dragon-type attacks	Dragon's Den	
Dragon Scale	Helps evolve Seadra into Kingdra	Mt. Mortar/Wild	
Everstone	Prevents a Pokémon from evolving	New Bark Town/Roads/Wild	
Exp. Share	One Pokémon receives half of all Exp. points	Goldenrod City/Route 30	
Fire Stone	Evolves Pokémon	Gift/Mystery	
Focus Band	Prevents a Pokémon from fainting	Saffron City	
Guard Spec.	Guards against Special Attacks (1 battle)	Department Store/Caves/Gift	700
Hard Stone	Increases power of Rock-type attacks	Route 36	
HP Up	Raises HP	Dept. Store/ Mart/Roads/Caves/Gift/Mystery	9,800
Iron	Raises defense	Department Store/Caves	9,800
King's Rock	Makes opponent retreat/evolves Pokémon	Slowpoke Well/Trade/Wild	
Leaf Stone	Evolves Pokémon	Gift/Mystery	
Leftovers	Gradually restores points during battle	Celadon City/Trade/Wild	
Light Ball	Doubles Pikachu's special attacks	Trade	
Lucky Egg	Grants more exp. points after a battle	Wild	
Lucky Punch	Increases chance of a Critical Hit	Trade	
Magnet	Increases power of Electric-type attacks	Route 37	
Metal Coat	Increases power of Steel-type attacks	S.S. Aqua/Wild	
Metal Powder	Increases Ditto's defensive power	Trade	
Miracle Seed	Increases power of Grass-type attacks	Route 32	
Moon Stone	Evolves Pokémon	Mom/ Route 27/Wild	
Mystic Water	Increases power of Water-type attacks	Cherrygrove City	
Nevermelt Ice	Increases power of Ice-type attacks	Ice Path	
Pink Bow	Increases power of Normal-type attacks	Route 29/Goldenrod City	
Poison Barb	Increases power of Poison-type attacks	Route 32/Wild	
Polkadot Bow	Increases power of Normal-type attacks	Trade	
PP Up	Raises PP	Town/Roads/Caves/Gift/Mystery	
Protein	Raises attack	Department Store/Roads/Caves/Trade	9,800
Quick Claw	Increases chance of attacking first	National Park/Wild	
Rare Candy	Raises Pokémon's level by one	Town/Roads/Caves/Mystery	
Scope Lens	Increases chance of a Critical Hit	Gift/Mystery	
Sharp Beak	Increases power of Flying-type attacks	Route 40/Trade/Wild	



# ITEM LIST

## Mail

Item	Description	Pokémon Mart Location	Price
Eon Mail	Paper w/Eevee's silhouette	Mystery	
Flower Mail	Paper w/flower pattern	Violet/Azalea/Goldenrod/Saffron/Mahogany/Fuchsia	50
Liteblue Mail	Paper w/Dratini pattern	Vermilion City	50
Lovely Mail	Paper w/hearts	Celadon City	50
Morph Mail	Paper w/Ditto's silhouette	Mystery	
Music Mail	Paper w/Natu pattern	Mystery	
Portrait Mail	Prints any Pokémon	Mt. Moon	50
Surf Mail	Paper w/Lapras pattern	Olivine City/Cerulean City/Celadon City	50

## Decorative Items

Item	Description	Item	Description
Big Lapras Doll	Mystery Gift	NES	Mystery Gift
Big Onix Doll	Mystery Gift	N64	Mystery Gift
Big Snorlax Doll	Mom's Shopping	Normal Box	Mystery Gift, Traded Pokémon
Blue Carpet	Mystery Gift	Oddish Doll	Mom's Shopping
Bulbasaur Doll	Mystery Gift	Pikachu Doll	Mom's Shopping
Charmander Doll	Mom's Shopping	Pikachu Poster	Mystery Gift
Clefairy Doll	Mom's Shopping	Pink Bed	Mystery Gift
Clefairy Poster	Mystery Gift	Poliwhag Doll	Mom's Shopping
Diglett Doll	Mom's Shopping	Polkadot Bed	Mystery Gift
Feathery Bed	Have from the beginning	Red Carpet	Mystery Gift
Gengar Doll	Mom's Shopping	Shellder Doll	Mom's Shopping
Geodude Doll	Mom's Shopping	Silver Trophy	Traded Pokémon
Gold Trophy	Traded Pokémon	Squirtle Doll	Mom's Shopping
Gorgeous Box	Mystery Gift, Traded Pokémon	Staryu Doll	Mom's Shopping
Green Carpet	Mystery Gift	Super NES	Mystery Gift
Grimar Doll	Mom's Shopping	Surfing Pikachu Doll	Mystery Gift
Jigglypuff Doll	Mystery Gift	Town Map	Have from the beginning
Jigglypuff Poster	Mystery Gift	Tropicplant	Mystery Gift
Jumboplant	Mystery Gift	Virtual Boy	Mystery Gift
Machop Doll	Mom's Shopping	Voltorb Doll	Mom's Shopping
Magikarp Doll	Mom's Shopping	Weedle Doll	Mom's Shopping
Magnaplant	Mystery Gift	Yellow Carpet	Mystery Gift

Item	Description	Location	Price
Silver Powder	Increases power of Bug-type attacks	Wild	
Smoke Ball	Provides escape from wild Pokémon	Goldenrod City	
Soft Sand	Increases power of Ground-type attacks	Route 34	
Spell Tag	Increases power of Ghost-type attacks	Blackthorn City/Trade/Wild	
Stick	Increases power of Farfetch'd's attacks	Wild	
Sun Stone	Evolves Pokémon	National Park	
Thick Club	Increases Cubone/Marowak phys. attack	Wild	
Thunder Stone	Evolves Pokémon	Gift/Mystery	
Twisted Spoon	Increases power of Psychic-type attacks	Trade/Wild	
Up-Grade	Helps evolve Porygon into Porygon2	Saffron City	
Water Stone	Evolves Pokémon	Gift/Mystery	
X Accuracy	Increases accuracy (one battle)	Department Store/Town/Caves/Mystery	950
X Attack	Increases attack power (one battle)	Pokémon Mart/Caves/Gift/Mystery	500
X Defend	Increases defense (one battle)	Pokémon Mart/Caves/Gift/Mystery	550
X Specia.	Raises Special Attack power (one battle)	Pokémon Mart/Roads/Caves/Gift/Mystery	350
X Speed	Increases speed (one battle)	Pokémon Mart/Caves/Mystery	350

### Items to Sell

Item	Description	Location	Price
Big Mushroom	Can be sold at a Pokémon Mart	Wild	
Big Pearl	Can be sold for a high price	Goldenrod City/Wild	3,500
Brck Piece	Can be sold at a Pokémon Mart	Trade	
Gold Leaf	Can be sold at a Pokémon Mart	Trade	
Nugget	Can be sold for a high price	Roads/Caves/Gift/Goldenrod City	4,500
Pearl	Can be sold for a high price	Goldenrod City/Wild	650
Silver Leaf	Can be sold at a Pokémon Mart	Trade	
Star Piece	Can be sold for a high price	Goldenrod City/Wild	4,600
Star Dust	Can be sold for a high price	Goldenrod City/Wild	900
Slowpoke Tail	Can be sold for a high price	Mahogany Town	9,800
Tiny Mushroom	Can be sold for a low price	Mahogany Town/Wild	500

### Balls

Item	Description	Location	Price
Fast Ball	Catches Pokémon that escape quickly	Azalea Town (Give Kurt White Apricorn)	
Friend Ball	Makes Pokémon very attached to you	Azalea Town (Give Kurt Green Apricorn)	
Great Ball	Catches Pokémon better than Poké Ball	Pokémon Mart/Roads/Caves/Gift/Mystery	600
Heavy Ball	Easily catches heavy Pokémon	Azalea Town (Give Kurt Black Apricorn)	
Level Ball	Catches Pokémon at lower level than yours	Azalea Town (Give Kurt Red Apricorn)	
Love Ball	Easily catches opposite-sex Pokémon	Azalea Town (Give Kurt Pink Apricorn)	
Lure Ball	Makes fishing for Pokémon easy	Azalea Town (Give Kurt Blue Apricorn)	
Master Ball	Always catches Pokémon	Goldenrod City/New Bark Town	
Moon Ball	Catches Moon Stone-related Pokémon	Azalea Town (Give Kurt Yellow Apricorn)	
Poké Ball	Catches Pokémon	Pokémon Mart/Route 31	200
Ultra Ball	Catches Pokémon better than Great Ball	Pokémon Mart/Roads/Caves	1,200

## TECHNICAL MACHINE LIST

TM	Ability	Place	Price	TM	Ability	Place	Price
01	Dynamicpunch	Cianwood City		26	Earthquake	Victory Road	
02	Headbutt	Ilex Forest/Goldenrod City	2,000	27	Return	Goldenrod City	
03	Curse	Celadon City		28	Dig	National Park	
04	Rollout	Route 35		29	Psychic	Saffron City/Celadon City	COIN 3,500
05	Roar	Route 32		30	Shadow Ball	Ecruteak City	
06	Toxic	Fuchsia City		31	Mud-Slap	Violet City	
07	Zap Cannon	Power Plant		32	Double Team	Celadon City	COIN 1,500
08	Rock Smash	Route 36/Goldenrod City	1,000	33	Ice Punch	Goldenrod City/Trade	3,000
09	Psych Up	Trade		34	Swagger	Lighthouse	
10	Hidden Power	Lake of Rage/Celadon City	3,000	35	Sleep Talk	Goldenrod City	
11	Sunny Day	Goldenrod City/Celadon City	2,000	36	Sludge Bomb	Route 43	
12	Sweet Scent	Route 34		37	Sandstorm	Route 27/Celadon City	2,000
13	Snore	Dark Cave/MooMoo Farm		38	Fire Blast	Goldenrod City	COIN 5,500
14	Blizzard	Goldenrod City	COIN 5,500	39	Swift	Union Cave	
15	Hyper Beam	Celadon City	COIN 7,500	40	Defense Curl	Mt. Mortar	
16	Icy Wind	Mahogany Town		41	Thunderpunch	Goldenrod City	3,000
17	Protect	Celadon City	3,000	42	Dream Eater	Viridian City	
18	Rain Dance	Slowpoke Well/Celadon City	2,000	43	Detect	Lake of Rage/Trade	
19	Giga Drain	Celadon City		44	Rest	Ice Path	
20	Endure	Burned Tower		45	Attract	Goldenrod City	
21	Frustration	Goldenrod City		46	Thief	Mahogany Town	
22	Solarbeam	Route 27		47	Steel Wing	Rock Tunnel/Route 28	
23	Iron Tail	Olivine City		48	Fire Punch	Goldenrod City	3,000
24	Dragonbreath	Dragon's Den		49	Fury Cutter	Azalea Town	
25	Thunder	Goldenrod City	COIN 5,500	50	Nightmare	Route 31	

## HIDDEN MACHINE LIST

HM	Ability	Place	HM	Ability	Place
01	Cut	Ilex Forest	05	Flash	Sprout Tower
02	Fly	Cianwood City	06	Whirlpool	Rocket Hideout
03	Surf	Ecruteak City	07	Waterfall	Ice Path
04	Strength	Olivine City			

# ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Absorb	GRS	20	100	20	Restores your HP equal to half the damage caused to opponent	
Acid	PSN	40	100	30	10% chance of lowering defensive power by one level	
Acid Armor	PSN	-	-	40	Raises your defensive power by two levels	
Aeroblast	FLY	100	95	5	Good chance for a Critical Hit	
Agility	PSY	-	-	30	Raises your speed by 2 levels	
Amnesia	PSY	-	-	20	Raises your special defense by 2 levels	
Ancient Power	RCK	60	100	5	10% chance all abilities will rise one level	
Attract	NRM	-	100	15	50% chance of preventing opponent of opposite sex from attacking	TM 45
Aurora Beam	ICE	65	100	20	10% chance of lowering opponent's attack power by one level	
Barrage	NRM	15	85	20	Attack 2-5 times consecutively in one turn	
Barrier	PSY	-	-	30	Raises your defensive power by two levels	
Baton Pass	NRM	-	-	40	Allows you to switch to another Pokémon during battle.	
Beat Up	DRK	10	100	10	Attack opponent a number of times equal to your number of healthy Pokémon	
Belly Drum	NRM	-	-	10	Raises attack power to maximum, and lowers HP by half	
Bide	NRM	-	100	10	Damage received is doubled and shot back at opponent for 2-3 turns	
Bind	NRM	15	75	20	Prevents escape, attacks opponent continuously for 2-5 turns	
Bite	DRK	60	100	25	10% chance of making opponent back off	
Blizzard	ICE	120	70	5	30% chance of freezing opponent	TM 14
Body Slam	NRM	85	100	15	30% chance of paralyzing opponent	
Bone Club	GRD	65	85	20	10% chance of making opponent back off	
Bone Rush	GRD	25	80	10	Attack 2-5 times in a row in one turn	
Bonemerang	GRD	50	90	10	Attack twice in a row in one turn	
Bubble	WTR	20	100	30	10% chance of lowering opponent's speed by one level	
Bubblebeam	WTR	65	100	20	10% chance of lowering opponent's speed by one level	
Charm	NRM	-	100	20	Lowers opponent's attack power by two levels	
Clamp	WTR	35	75	10	Prevents escape, continuously attacks for 2-5 turns	
Comet Punch	NRM	18	85	15	Attack 2-5 times consecutively in one turn	
Confuse Ray	GHO	-	100	10	Confuses an opponent	
Confusion	PSY	50	100	25	10% chance of confusing an opponent	
Constrict	NRM	10	100	35	10% chance of lowering opponent's speed by one level	
Conversion	NRM	-	-	30	Changes your type into one of your attack types	
Conversion 2	NRM	-	100	30	Change your type into one that your opponent's attack is weak against	
Cotton Spore	GRS	-	85	40	Lowers opponent's speed by two levels	
Counter	FTG	-	100	20	Attack turn will be second, but doubles opponent's damage and shoots it back	
Crabhammer	WTR	90	85	10	Good Chance for a Critical Hit	
Cross Chop	FTG	100	80	5	Good Chance for a Critical Hit	
Crunch	DRK	80	100	5	20% chance of lowering opponent's special defense power by one level	
Curse	GHO	-	-	10	If a Ghost-type uses it, HP is lowered by 1/2 and opponent's HP drops every turn	TM 03
Cut	NRM	50	95	30	Normal attack/Cut down small trees	HM 01
Defense Curl	NRM	-	-	40	Raises defense by one level	TM 40
Destiny Bond	GHO	-	-	5	If Pokémon that uses this faints, opponent also faints	
Detect	FTG	-	-	5	Wards off attacks for one turn, success rate falls if used continuously	TM 43
Dig	GRD	60	100	10	On first turn digs in ground, attacks on second turn/escape from inside areas	TM 28
Disable	NRM	-	55	20	Opponent cannot use most recent attack for a number of turns	
Dizzy Punch	NRM	70	100	10	20% chance of confusing opponent	
Double Kick	FTG	30	100	30	Attacks twice in a row during one turn	
Double Team	NRM	-	-	15	Raises your evasion by one level	TM 32
Double-edge	NRM	120	100	15	You receive 1/4 of the damage caused to opponent	

- ☐ Special Attack  
☐ Physical Attack

# ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Double Slap	NRM	15	85	10	Attack 2-5 times in a row in one turn	
Dragon Rage	DRG	-	100	10	Causes 40 points damage regardless of type or ability	
Dragonbreath	DRG	60	100	20	30% chance of paralyzing opponent	TM 24
Dream Eater	PSY	100	100	15	While opponents sleep, steal HP equal to half the damage caused	TM 42
Drill Peck	FLY	80	100	20	Normal attack	
Dynamicpunch	FTG	100	50	5	If attack hits, opponent will be confused	TM 01
Earthquake	GRD	100	100	10	Normal attack	TM 26
Egg Bomb	NRM	100	75	10	Normal attack	
Ember	FIR	40	100	25	Burns opponent	
Encore	NRM	-	100	5	Forces opponent to use the attack it used most recently 2-6 times	
Endure	NRM	-	-	10	Even if hit you'll be left with one HP, rate of success drops if used continuously	TM 20
Explosion	NRM	250	100	5	After using it, you will faint	
Extreme Speed	NRM	80	100	5	Always strikes first	
Faint Attack	DRK	60	-	20	Attack will always hit	
False Swipe	NRM	40	100	40	Always leaves opponent with 1 HP	
Fire Blast	FIR	120	85	5	10% chance of burning opponent	TM 38
Fire Punch	FIR	75	100	15	10% chance of burning opponent	TM 48
Fire Spin	FIR	15	70	15	Prevents escape/Attack continuously for 2-5 turns	
Fissure	GRD	-	30	5	Opponents faint in one shot if hit	
Flail	NRM	-	100	15	The lower your remaining HP, the more damage caused to opponent	
Flame Wheel	FIR	60	100	25	10% chance of burning opponent, ice is melted if opponent is frozen	
Flamethrower	FIR	95	100	15	10% chance of burning opponent	
Flash	NRM	-	70	20	Lowers an opponent's accuracy one level/lights up dark places	HM 05
Fly	FLY	70	95	15	Fly up on first turn, attack on second/fly back to places you already visited	HM 02
Focus Energy	NRM	-	-	30	Attack used following this will have a good chance for a Critical Hit	
Foresight	NRM	-	100	40	Returns evasion rate to normal, Normal- and Fighting-types hit Ghost-types	
Frustration	NRM	-	100	20	Power of attack increases based on attachment of Pokémon to its Trainer	TM 21
Fury Attack	NRM	15	85	20	Attack 2-5 times in a row in one turn	
Fury Cutter	BUG	10	95	20	Power of attack doubles every time it's used until you miss	TM 49
Fury Swipes	NRM	18	80	15	Attack 2-5 times in a row in one turn	
Future Sight	PSY	80	90	15	Attacks opponent after 2 turns	
Giga Drain	GRS	60	100	5	Restores your HP equal to half of the damage caused to opponent	TM 19
Glare	NRM	-	75	30	Paralyzes opponent	
Growl	NRM	-	100	40	Lowers opponent's attack power by one level	
Growth	GRS	-	-	40	Raises your special attack by one level	
Guillotine	NRM	-	30	5	If attack hits, opponent will be defeated by one hit	
Gust	FLY	40	100	35	Normal attack	
Harden	NRM	-	-	30	Raises your defensive power by one level	
Haze	ICE	-	-	30	Recovers your and opponent's abilities to normal	
Headbutt	NRM	70	100	15	30% chance of making an opponent back off / shakes trees	TM 02
Heal Bell	NRM	-	-	5	Cures all your Pokémon of bad conditions	
Hi Jump Kick	FTG	85	95	20	If attack misses, receive 1/8 of damage it would have caused	
Hidden Power	NRM	-	100	15	Power and attack type vary depending on the Pokémon that uses it	TM 10
Horn Attack	NRM	65	100	25	Normal attack	
Horn Drill	NRM	-	30	5	One hit will make opponent faint	
Hydro Pump	WTR	120	80	5	Normal attack	
Hyper Beam	NRM	150	90	5	Pokémon can't attack on next turn	TM 15
Hyper Fang	NRM	80	90	15	10% chance of making an opponent back off	
Hypnosis	PSY	-	60	20	Makes opponent fall asleep	
Ice Beam	ICE	95	100	10	10% chance of freezing opponent	



# ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Ice Punch	ICE	75	100	15	10% chance of freezing an opponent	TM 33
Icy Wind	ICE	55	95	15	If attack hits it lowers opponent's speed by one level	TM 16
Iron Tail	STL	100	75	15	30% chance of lowering opponent's defense one level	TM 23
Jump Kick	FTG	70	95	25	If attack misses, receive 1/8 of damage that it would have caused	
Karate Chop	FTG	50	100	25	Good chance for a Critical Hit	
Kinesis	PSY	-	80	15	Lowers opponent's accuracy by one level	
Leech Life	BUG	20	100	15	Restores your HP equal to half of the damage caused to opponent	
Leech Seed	GRS	-	90	10	Steals HP and restores your HP on every turn, even if Pokémon is substituted	
Leer	NRM	-	100	30	Lowers opponent's defense by one level	
Lick	GHO	20	100	30	30% chance of paralyzing opponent	
Light Screen	PSY	-	-	30	Special attack damage halved for 5 turns, even for substituted Pokémon	
Lock-on	NRM	-	100	5	Attack on next turn will always hit	
Lovely Kiss	NRM	-	75	15	Makes an opponent sleep	
Low Kick	FTG	50	90	20	30% chance of making an opponent back off	
Mach Punch	FTG	40	100	30	Always strikes first	
Magnetite	GRD	-	100	30	Changes base attack power to 10, 30, 50, 70, 90, 110 or 150	
Mean Look	NRM	-	100	5	Opponent cannot escape while the Pokémon that used it is in battle	
Meditate	PSY	-	-	40	Raises your attack power by one level	
Mega Drain	GRS	40	100	10	Restores HP equal to half of damage caused by opponent	
Mega Kick	NRM	120	75	5	Normal attack	
Mega Punch	NRM	80	85	20	Normal attack	
Megahorn	BUG	120	85	10	Normal attack	
Metal Claw	STL	50	95	35	10% chance of raising your attack power by one level	
Metronome	NRM	-	-	10	Randomly uses an attack from entire repertoire	
Milk Drink	NRM	-	-	10	Restores half of HP/splits 1/5 of HP among your other Pokémon	
Mimic	NRM	-	100	10	Copies opponent's attack and uses it during that battle, must attack second	
Mind Reader	NRM	-	100	5	Next attack will always hit	
Minimize	NRM	-	-	20	Raises your evasion by one level	
Mirror Coat	PSY	-	100	20	Your attack will be second, double opponent's special attack power and shoot it back	
Mirror Move	FLY	-	-	20	Uses same attack opponent did	
Mist	ICE	-	-	30	Keeps attacks that lower abilities from working	
Moon Light	NRM	-	-	5	Restores HP/effect depends on the time of day	
Morning Sun	NRM	-	-	5	Restores HP/effect depends on the time of day	
Mud-Slap	GRD	20	100	10	Lowers opponent's accuracy by one level	TM 31
Night Shade	GHO	-	100	15	Causes damage equal to your level, regardless of type or ability	
Nightmare	GHO	-	100	15	Gives an opponent nightmares, works only when opponent is asleep	TM 50
Octazooka	WTR	65	85	10	50% chance of lowering opponent's accuracy by one level	
Outrage	DRG	90	100	15	Attack continuously for 2-3 turns, become confused once effects wear off	
Pain Split	NRM	-	100	20	Combines your HP with opponent's HP and splits them between you	
Pay Day	NRM	40	100	20	After a battle receive money equal to (your level) x (number of attacks) x 2	
Peck	FLY	35	100	35	Normal attack	
Perish Song	NRM	-	-	5	Both Pokémon faint after 3 turns, substitution cancels the effect	
Petal Dance	GRS	70	100	20	Attack for 2-3 turns in a row, become confused once it wears off	
Pin Missile	BUG	14	85	20	Attack 2-5 times in a row in one turn	
Poison Gas	PSN	-	55	40	Poisons an opponent	
Poison Sting	PSN	15	100	35	30% chance of poisoning an opponent	
Poisonpowder	PSN	-	75	35	Poisons an opponent	
Pound	NRM	40	100	35	Normal attack	
Powder Snow	ICE	40	100	25	10% chance of freezing an opponent	
Present	NRM	-	90	15	May cause damage of 40, 80, 120 or may restore HP by 80	
Protect	NRM	-	-	10	Wards off opponent's attack for one turn, success rate falls if used continuously	TM 17

# ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Psybeam	PSY	65	100	20	10% chance of confusing an opponent	
Psych Up	NRM	-	-	10	The helpful attacks your opponent uses also help you	TM 09
Psychic	PSY	90	100	10	10% chance of lowering opponent's special defense power by one level	TM 29
Psywave	PSY	-	80	15	Power changes randomly—minimum value is one, maximum is your level x 1.5	
Pursuit	DRK	40	100	20	Double damage to Pokémon if withdrawn while attack is in effect	
Quick Attack	NRM	40	100	30	Always attacks first	
Rage	NRM	20	100	20	If used consecutively, attack power increases when opponent's attack hits	
Rain Dance	WTR	-	-	5	Raise Water-type attack power for 5 turns	TM 18
Rapid Spin	NRM	20	100	40	Escape from attacks multiple turns	
Razor Leaf	GRS	55	95	25	Good chance for a Critical Hit	
Razor Wind	NRM	80	75	10	Good chance for a Critical Hit	
Recover	NRM	-	-	20	Restores half of your maximum HP	
Reflect	PSY	-	-	20	Damage from attacks cut in half for 5 turns, even if Pokémon are substituted	
Rest	PSY	-	-	10	Restores all HP but puts you to sleep for 2 turns	TM 44
Return	NRM	-	100	20	Power of attack increases with level of attachment of Pokémon to you	TM 27
Reversal	FTG	-	100	15	The lower your remaining HP, the more damage it causes	
Roar	NRM	-	100	20	Ends battle with wild Pokémon, forces substitution in Trainer battle	TM 05
Rock Slide	RCK	75	90	10	30% chance of making an opponent back off	
Rock Smash	FTG	20	100	15	50% chance of lowering opponent's defense by one level/breaks rocks	TM 08
Rock Throw	RCK	50	90	15	Normal attack	
Rolling Kick	FTG	60	85	15	30% chance of making an opponent back off	
Rollout	RCK	30	90	20	Attacks continuously for 5 turns with increasing damage/ends if attack misses	TM 04
Sacred Fire	FIR	100	95	5	50% chance of burning an opponent	
Safeguard	NRM	-	-	25	Prevents poison attacks for 5 turns, even if Pokémon are substituted	
Sandstorm	RCK	-	-	10	Causes damage to both Pokémon every turn, not Rock-, Steel- or Ground-types	TM 37
Sand-Attack	GRD	-	100	15	Lowers opponent's accuracy by one level	
Scary Face	NRM	-	90	10	Lowers opponent's speed by 2 levels	
Scratch	NRM	40	100	35	Normal attack	
Screech	NRM	-	85	40	Lowers opponent's defense by 2 levels	
Seismic Toss	FTG	-	100	20	Causes damage equal to your level, regardless of ability	
Selfdestruct	NRM	200	100	5	After using, you will faint	
Shadow Ball	GHO	80	100	15	20% chance of lowering an opponent's special defense by one level	TM 30
Sharpen	NRM	-	-	30	Raises your attack power by one level	
Sing	NRM	-	55	15	Makes an opponent sleep	
Sketch	NRM	-	-	1	Replaces itself with the opponent's last attack, which remains after the battle	
Skull Bash	NRM	100	100	15	Builds up for one turn, attacks on second, defense increased by one level	
Sky Attack	FLY	140	90	5	Builds up for one turn and attacks on second, good chance for a Critical Hit	
Slam	NRM	80	75	20	Normal attack	
Slash	NRM	70	100	20	Good chance for a Critical Hit	
Sleep Powder	GRS	-	75	15	Puts opponent to sleep	
Sleep Talk	NRM	-	-	10	Attack randomly while sleeping	TM 35
Sludge	PSN	65	100	20	30% chance of poisoning an opponent	
Sludge Bomb	PSN	90	100	10	30% chance of poisoning an opponent	TM 36
Smog	PSN	20	70	20	40% chance of poisoning an opponent	
Smokescreen	NRM	-	100	20	Lowers opponent's accuracy by one level	
Snore	NRM	40	100	15	30% chance of making an opponent back off, but you must be asleep	TM 13
Softboiled	NRM	-	100	10	Restores half HP/gives 1/5 of Chansey's HP to another of your Pokémon	
Solarbeam	GRS	120	100	10	Build up for one turn and attack on the second	TM 22
Sonicboom	NRM	-	90	20	Causes 20 points of damage regardless of type or ability	
Spark	ELC	65	100	20	30% chance of paralyzing opponent	
Spider Web	BUG	-	100	10	Prevents escape/prevents substitutions in Trainer battles	

# POKÉMON

## ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Spike Cannon	NRM	20	100	15	Attack 2-5 times consecutively in one turn	
Spikes	GRD	-	-	20	Causes damage every time opponent substitutes a Pokémon	
Spite	GHO	-	100	10	Lowers PP of opponent's last attack by 2-5	
Splash	NRM	-	-	40	No effect	
Spore	GRS	-	100	15	Makes an opponent sleep	
Steel Wing	STL	70	90	25	10% chance of raising your defensive power	TM 47
Stomp	NRM	65	100	20	30% chance of making an opponent back off	
Strength	NRM	80	100	15	Normal attack/moves rocks	HM 04
String Shot	BUG	-	95	40	Lowers opponent's speed by one level	
Struggle	NRM	50	100	1	If used once all PP points are gone, you receive 1/4 of opponent's damage	
Stun Spore	GRS	-	75	30	Paralyzes opponent	
Submission	FTG	80	80	25	Receive 1/4 of damage caused to opponent	
Substitute	NRM	-	-	10	Uses 1/4 of maximum HP value and creates a decoy to take damage	
Sunny Day	FIR	-	-	5	Raises power of Fire-type attacks for 5 turns	TM 11
Super Fang	NRM	-	90	10	Knocks opponent's HP to half	
Supersonic	NRM	-	55	20	Confuses an opponent	
Surf	WTR	95	100	15	Normal attack/can move across water	HM 03
Swagger	NRM	-	90	15	Confuses an opponent but raises its attack by 2 levels	TM 34
Sweet Kiss	NRM	-	75	10	Confuses an opponent	
Sweet Scent	NRM	-	100	20	Lowers an opponent's ability to evade by 1 level/makes wild Pokémon appear	TM 12
Swift	NRM	60	-	20	Attack will always hit	TM 39
Swords Dance	NRM	-	-	30	Raises your attack power by 2 levels	
Synthesis	GRS	-	-	5	Restores HP/effects depend on time of day	
Tackle	NRM	35	95	35	Normal attack	
Tail Whip	NRM	-	100	30	Lowers opponent's defensive power by one level	
Take Down	NRM	90	85	20	Receive 1/4 of damage caused to opponent	
Teleport	PSY	-	-	20	Can escape from wild battles/Go to the last Pokémon Center you visited	
Thief	DRK	40	100	10	Steals wild Pokémon's item/normal attack if it's not holding an item	TM 46
Thrash	NRM	90	100	20	Attack for 2-3 turns successively, become confused once effects wear off	
Thunder	ELC	120	70	10	30% chance of paralyzing an opponent	TM 25
Thunder Wave	ELC	-	100	20	Paralyzes an opponent	
Thunderbolt	ELC	95	100	15	10% chance of paralyzing an opponent	
Thunderpunch	ELC	75	100	15	10% chance of paralyzing an opponent	TM 41
Thundershock	ELC	40	100	30	10% chance of paralyzing an opponent	
Toxic	PSN	-	85	10	Poisons an opponent, damage increases each turn	TM 06
Transform	NRM	-	-	10	Change to same Pokémon as opponent with same attacks, all PP at 5	
Tri Attack	NRM	80	100	10	20% chance of either freezing, burning or paralyzing an opponent	
Triple Kick	FTG	10	90	10	Attacks 3 times in a row, damage increases each time	
Twineedle	BUG	25	100	20	Attacks twice in a row during one turn, 20% chance of poisoning opponent	
Twister	DRG	40	100	20	20% chance of making an opponent back off	
Vicegrip	NRM	55	100	30	Normal attack	
Vine Whip	GRS	35	100	10	Normal attack	
Vital Throw	FTG	70	100	10	Independent of speed, attack turn will be second but a sure hit	
Water Gun	WTR	40	100	25	Normal attack	
Waterfall	WTR	80	100	15	Normal attack/can climb up waterfalls	HM 07
Whirlpool	WTR	15	70	15	Prevents escape, continuously attack for 2-5 turns/can cross over whirlpools	HM 06
Whirlwind	NRM	-	100	20	Ends battles with wild Pokémon, forces substitution in Trainer battles	
Wing Attack	FLY	60	100	35	Normal attack	
Withdraw	WTR	-	-	40	Raises your defensive power by one level	
Wrap	NRM	15	85	20	Prevents escape and lets you attack continuously for 2-5 turns	
Zap Cannon	ELC	100	50	5	If you hit an opponent it will always be paralyzed	TM 07

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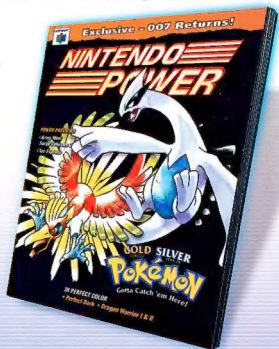
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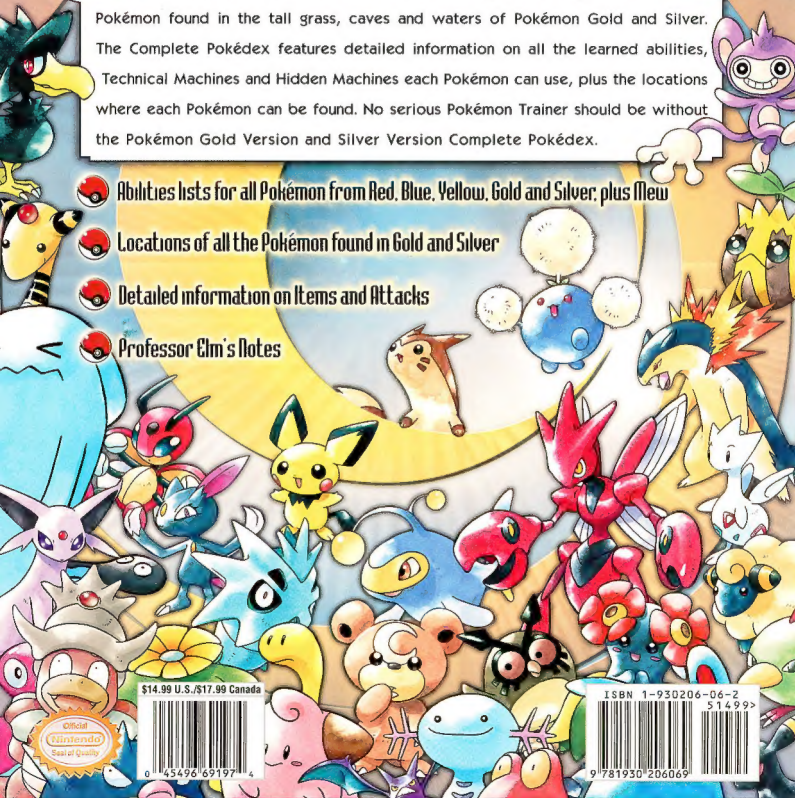
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# ITEM LIST

## Health Items

Item	Description	Location	Price
Antidote	Cures poisoned Pokémon	Pokémon Mart/Route 31	100
Awakening	Wakes sleeping Pokémon	Pokémon Mart/Caves	250
Berry Juice	Restores 20 HP	Give a Berry to Shuckle	-
Burn Heal	Heals burned Pokémon	Pokémon Mart/Towns/Caves	250
Elixir	Restores 10 PP to all abilities	Roads/Caves/Gift/Mystery	-
Energy Root	Restores 200 HP but is very bitter	Goldenrod City	800
Energy Powder	Restores 50 HP but is very bitter	Goldenrod City	500
Ether	Restores 10 PP to one ability	Roads/Caves/Gift/Mystery	-
Fresh Water	Restores 50 HP	Department Store/Mt. Moon	200
Full Heal	Cures any condition	Pokémon Mart/Caves	600
Full Restore	Cures any condition, restores all HP	Indigo Plateau/Caves	3,000
Heal Powder	Cures any condition but is very bitter	Goldenrod City	450
Hyper Potion	Restores 200 HP	Pokémon Mart/Roads/Caves	1,200
Ice Heal	Thaws frozen Pokémon	Pokémon Mart	250
Lemonade	Restores 80 HP	Department Store/Mt. Moon	350
Max Elixir	Restores all PP to all abilities	Roads/Caves/Gift/Mystery	-
Max Ether	Restores all PP to one ability	Goldenrod City/Roads/Gift/Mystery	-
Max Potion	Restores all HP	Pokémon Mart/Roads/Caves/Mystery	2,500
Max Revive	Revives fainted Pokémon, restores all	Roads/Caves/Mystery	-
MooMoo Milk	Restores 100 HP	MooMoo Farm/Wild Pokémon	500
Paralyze Heal	Cures paralyzed Pokémon	Pokémon Mart/Caves	200
Potion	Restores 20 HP	Pokémon Mart/Roads/Caves	300
Rage Candy Bar	Restores 20 HP	Mahogany Town	200
Revival Herb	Revives fainted Pokémon	Goldenrod City	2,800
Revive	Revives fainted Pokémon, restores 1/2 HP	Pokémon Mart/Roads/Caves/Mystery	1,500
Sacred Ash	Revives all fainted Pokémon	Wild Pokémon	-
Soda Pop	Restores 60 HP	Department Store/Mt. Moon	300
Super Potion	Restores 50 HP	Pokémon Mart/Roads/Caves	700

## Berries

Item	Description	Location
Berry	Restores 10 HP	National Park/Routes 29, 30, 38, 46, 11/Mystery/Trade
Bitter Berry	Cures confused Pokémon	Blackthorn City/Routes 31, 43, 1/Mystery
Burnt Berry	Thaws frozen Pokémon	Route 44/Fuchsia City/Pewter City/Mystery/Trade
Gold Berry	Restores 30 HP	National Park/Mystery/Trade
Ice Berry	Heals burned Pokémon	Pewter City/Routes 36, 26/Mystery/Trade
Mint Berry	Wakes sleeping Pokémon	Routes 39/Pewter City/Mystery
Miracle Berry	Heals all conditions	Mystery
Mystery Berry	Restores PP	Routes 35, 45/Trade
Paralyzecure Berry	Cures paralyzed Pokémon	Violet City/Routes 46, 8/Mystery
Poisoncure Berry	Cures poisoned Pokémon	Routes 2, 30, 33/Mystery

### Key

**BA:** Base attack power

**AC:** Accuracy

**GIFT:** In-game gift

**MYSTERY:** Mystery Gift

**TRADE:** Pokémon traded from **R, B** or **Y**

**WILD:** Pokémon caught in **G** or **S**

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